Dungeon®

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

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Dungeon®

ADVENTURES FOR TSR® ROLE-PLAYING GAMES JANUARY/FEBRUARY 1989 ISSUE #15

COVER: Honapo, high priest of the Armecs, has been taken over by the spirit of "The Elephants' Graveyard." This month's cover is by Jean Elizabeth Martin.

The Readers Speak

Thanks to all of you who responded to our Readers Survey in issue #13. We've been busy tallying your responses and reading your handwritten comments, and would like to share the results. Our convictions about what you want in DUNGEON® Adventures were mostly confirmed, but there were a few surprises.

As we suspected, a majority of our readers (67%) actually play none or few of the adventures. We try to make our magazine fun to read, even if you don't play regularly. That's why we emphasize good stories, unique monsters and NPCs, and interesting settings over generic dungeon crawls.

Most of our readers (70%) act as Dungeon Masters at least some of the time. Only 15 people confessed to being players only. This should allow DMs a sigh of relief; your players aren't reading the adventures before you can run them (unless they're DMs, too).

We already knew there would be an overwhelming preference for AD&D® modules, and there was (95%). But we were surprised to find out that more people prefer solo adventures (42%) than prefer either *Oriental Adventures* modules (23%) or even D&D® modules (36%). As suspected, there was an almost even split between those wanting longer (73%) and shorter (63%) adventures, with many readers checking both or requesting "a good mix." We intend to continue publishing both long (for a magazine) and short adventures, but our emphasis is on those modules that can be dropped into play without extensive preparation or reworking of the DM's campaign world.

And speaking of campaign worlds, half of you (56%) prefer a generic setting for your modules. The FORGOTTEN REALMS™ fantasy setting is gaining popularity; 39% of you

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Richard Emerich — THE WRECK OF THE *SHINING STAR* (ADD 4-8) A shipwreck is an unfailing beacon for trouble. 5

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Wolfgang Baur — THE GLASS HOUSE (ADD 4-6) After they took his home and his wife, they took his life — but he came back for them, anyway. 31

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"Let us take the adventure that comes to us."

King Tirian
The Last Battle, C. S. Lewis

LETTERS

Medium Modules

Enclosed is my completed readers' survey card. As a DM, I enjoy solo modules and the opportunity they give me to actually play. However, as they lack the possibility of role-playing, I would not suggest they be printed often. "Scepter of the Underworld" was a great module, and the use of dice to generate special attacks by the demons was brilliant. My only complaint is the player has only a one-in-six chance of finding the iron key needed to complete the module. This hardly seems fair.

Question #3 on the card is missing something important: medium-length adventures of 8-12 pages. I like long adventures ("Into the Fire" [issue #1] is my favorite, then "Of Nests and Nations" [issue #13]) but not an entire issue full of them like issue #11. Short adventures can be good, but sometimes they are just too short! My players and I loved "Nightshade" [issue #7] with its great NPCs, and most of those characters have returned in subsequent adventures. But tell me, what is the point of something like "The Elven Home" [issue #1]? It's four pages long and all the PCs can do is look around and say "How neat. Thor ties his shoes and continues to look for the dragon's cave." The same thing is the case with "Going Once .. . Going Twice" [issue #13]. The DM is left to change the module and make it interesting.

What I would really like to see are more adventures set in the D&D® game's Known World with a real sense of place. Any level and size would be fine (as long as things happen), although I'm still waiting for a long, low-level module set in any world.

"Huddle Farm" was long, yes, and it had a plot, but who really cared? Sixteen pages and all the players do is rough up a leprechaun. Why?

It isn't just the size of the module, it's the content as well. Some modules are too big, while some aren't fit to be modules at all. The one module that sticks out as really deserving of more space is "The Ghostship Gambit" [issue #9]. The poor pirates have no place to hide their loot!

Finally, I suggest that you print more modules set in a marketed game world — Greyhawk, the Known World, the Forgotten Realms — especially those modules where a large amount of terrain is covered by the characters. They would be pleasant bonuses for the DMs using those worlds and no harder for any other DM to adapt than a module set in the author's own world.

Hal Looby
Philadelphia, Pennsylvania

Comments, anyone?

Critics and Experts

I have watched with both amusement and awe for the last several issues of your magazine as differing views have been voiced in your "Letters" forum. Although most of the writers make positive comments that I agree with, there have been a few that astound me with their narrow-minded self-centeredness.

Letters from dislike to downright hatred have been written over the publishing of diverse scenarios and especially solo adventures. These so-called role-playing experts don't seem to realize that you are selling a product that must appeal to as many people as possible. The typical role-player cannot be defined. They cover different sexes, races, creeds, and social statuses.

I have been playing a variety of role-playing games, primarily the AD&D® game, for over six years. I can say from experience, as a player and as a DM, that it is not always possible or practical to get a group together. For several years I forced my wife to play single-party adventures with me just to be able to play at all. The solo adventures are a great bonus for me, as well as the Oriental scenarios, etc.

Some of the selfish attitudes I noted in a few letters could be attributed to youth and inexperience, but anyone who has played for any length of time can tell you that a store-bought scenario will run you at least $7.00, and a "choose-your-own-adventure" pocketbook will cost you $2.00 or more.

I believe that DUNGEON® Adventures is one of the finest values available in the RPG market. More variety is the spice of life, and even if you can't please all the people all the time, you can sure try. Bravo, DUNGEON Adventures, and best wishes for what is sure to be a long and fruitful existence.

Daniel Reynolds
The Dalles, Oregon

Converting AD&D Monsters

In issue #13, there was only one D&D adventure and two easily adaptable AD&D modules ("Going Once. . . Going Twice" and "The Treasure Vault of Kasil"). I could not adapt the other two ("The Ruins of Nol-Daer" and "The Moor-Tomb Map") because I had no idea

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what a grippli or a ghast or many of the other monsters were.

You should print short AD&D game monster descriptions or replacements for those not having a D&D game equivalent. This would make me and many other DMs very pleased.

Tim Smith
Watford City, North Dakota

I am a fond player of the Dungeons & Dragons® game. I am also the only Dungeon Master in my group and am in charge of creating adventures. Your magazine is a great help, but you usually focus on the Advanced Dungeons & Dragons® game. I have tried to convert your AD&D modules to suit my campaigns but have found it very difficult, especially when you introduce new monsters such as the sea aboleth in "Intrigue in the Depths" [issue #12]. When you introduce new monsters, why don't you make two descriptions, one for the AD&D game and one for the D&D game?

Ben Alewel
Murphy, North Carolina

Unfortunately, we don't have the space to completely detail all monsters or to list alternate monsters in each adventure. To be fair, we would have to do the same for D&D modules also to make them more playable by AD&D game masters.

Giveaway Cover

Please, in the future, don't give a good module's ending away on the cover of the magazine (issue #12, leprechaun painting cows green).

A good idea for future issues of this magazine might be to have certain issues (say, every third issue, or the first of every volume) dedicated to one topic; like an entire magazine of modules on the land of Deepearth, Kara-Tur, the Forgotten Realms, or a group of modules of plane traveling, undead, etc.

In the future, please print more modules for the Forgotten Realms and less solo adventures.

Bob Bauer
Kamloops, British Columbia

Art and Solo Okay

First, I want to give the entire staff a warm thank you for putting out what I consider to be the best DM's source book since the *Dungeon Masters Guide.*

I've been an avid reader since issue #1, but this is the first time I felt the need to write. Mr. Fox's comments in issue #13 have me upset. I found his remarks on the artwork to be in poor taste. What happened to the old saying, "Don't judge a book by its cover." The artists that painted the covers worked long and hard to come up with them. Don't criticize others' work until you can come up with something you painted that's worthy of being the cover art.

I also find the continuing argument on solo modules irksome. As a DM, I rarely get to play. Solo adventures give me the chance to test my playing abilities. Assuming that most of you fellow readers are also DMs, I'm surprised that more of you don't agree. When I played "Scepter of the Underworld," I used one of my own characters. I had a fun time playing it until he died. Then I took the time to read the adventure thoroughly, draw a map, and make a flow chart, and presto! One adventure for 4-6 characters of 5th to 7th level. I even let the players find my dead character. The point is, just because the module says so, doesn't mean it has to be. If you want to make it harder or easier, do it. Remember, you're the DM. It's your job to be creative. The author of an adventure can put down his ideas on paper, but only you can tailor it to your own campaign.

One last thing. I also read DRAGON® Magazine, and I enjoy the "Dragonmirth" comics. How about a page or so of reader-drawn "Dungeonmirth"?

R. J. Werning
Waukesha, Wisconsin

I have to disagree with you about Ryan Fox's right to comment on our artwork. It is not *necessary to be a painter to ex-*

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Total distribution	29,655	27,242
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I certify that the statements made by me above are correct and complete. Michael H. Cook, Publisher

MAP SYMBOLS

These symbols are used on most maps in DUNGEON® Adventures.

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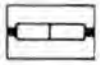
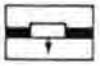

DOUBLE DOOR

SECRET DOOR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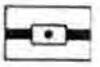
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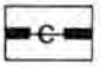
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BARRED DOOR

PORTCULLIS OR BARS

ONE-WAY SECRET DOOR

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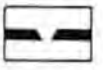
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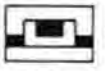
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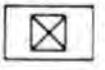
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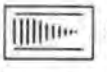
OPEN PIT

FOUNTAIN

SPIRAL STAIRS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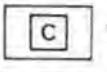
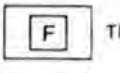


TRAP DOOR IN CEILING



TRAP DOOR IN FLOOR

SECRET TRAP DOOR

press one's opinion on painting, just as one doesn't have to make a movie to be a movie critic. As editors, we must assume that everyone judges us by our cover, and we try to create a magazine package that catches your eye and begs you to buy it (or resubscribe). If we aren't doing our job, we need to know. If I only printed letters of glowing praise in this column, you'd get pretty suspicious of what other kinds of mail we receive but don't print.

"Dragonmirth" is my favorite part of DRAGON Magazine. Because we have so few pages to present the modules that are the core of DUNGEON Adventures, there are no plans to add a similar page in this magazine. DRAGON Magazine welcomes your submissions of cartoons (and, of course, we encourage you all to read DRAGON Magazine).

Advice from Granddad

We received the following letter sent by Howard Leroy Davis to his grandson Jason. Howard told us: "I passed DUNGEON Adventures #13 on to my 14-year-old grandson. My advice to him is critical of your editing."

Dear Jason:

Herewith DUNGEON Adventures #13. Since I have played all of these, I decided to pass them to you so that you and your buddies can play them.

A word of caution about them: I don't know who sets the standard as to the number of player characters and levels involved, but they are almost universally too low.

"The Ruins of Nol-Daer" calls for 6-8 characters of levels 5-8. We used that and it took two expeditions. At the close of the first expedition, the adventurers had the information necessary to complete the mission, but with only two of the original seven alive they had to retreat for *raise dead* spells and reinforcements. For the second expedition, they took 10 1st- and 2nd-level NPCs to guard their backs and their horses.

"The Moor-Tomb Map" is supposed to be for 4-6 characters of 2nd-4th level. Only one of the six characters survived the first expedition. Two survived the second expedition, but one was in a useless comatose state. (As a footnote here: all our characters are *very* well equipped by high-level patrons and prior adventuring loot.)

By the time we got to the "Treasure Vault of Kasil," I was *very* wary of the designation — in this case 3-5 characters of levels 5-7. I sent in an 11th-level magic-user, an 8th-level dwarf with fine armor and a *ring of flying*, and a 9th-level fighter with *slippers of spider climb*. All of them had equipment extras: magical weapons, permanent *knock* spells, etc. And still the first phase of the expedition ended with two of the three turned to stone! The third was able to get help from the patron of the expedition in the form of a fourth member with scrolls of *stone to flesh*. The four adventurers were finally able to enter the vaults, but the 9th-level fighter died in the vault ceiling collapse, making it one of our less auspicious outings. This was compounded by the fact that most of the magical items in the vault had to be left behind because the spells necessary to remove half of the prismatic spheres were unavailable.

"Of Nests and Nations" is supposedly set up for 3-5 characters of 8th-12th level. We actually used three teams of three characters each working on the problem. The team of a 6th-level fighter, his wife (an 8th-level druid), and her half-sister (a 10th-level magic-user) were on the right track but arrived too late to do much. The team of a 9th-level fighter, an 8th-level dwarf, and a 9th-level thief performed heroically against the stampede of monsters but never had enough intelligence to crack the puzzle open. The third team, a respected 9th-level priestess and husband/wife magic-users of 8th/9th levels cracked the puzzle open. The magic-users used *invisibility* and *flying* spells to get to the hivemind while the cleric *enthralled* the barroom crowd. It turned into a sorcerer's duel between the 9th-level magic-user and the hivemind. The first to fail a saving throw would lose — and to the adventurers' relief it was the hivemind. (I won't tell you which spell took him down; that's your problem if you play the game.)

Love, Granddad

Howard Leroy Davis
Fort Worth, Texas

We would like to receive more letters about how you handled individual DUNGEON Adventures modules. Comments on levels, group strength, and other aspects of the modules are always welcome. Ω

THE WRECK OF THE *SHINING STAR*

BY RICHARD W. EMERICH

There's no one left alive on *this* ship.

Artwork by Scott Rosema

In addition to writing for DUNGEON® Adventures, Richard runs a medieval role-playing play-by-mail game, now in its second year. He also is newszine editor for the Dragonslayers Unlimited gaming club, serves as a volunteer firefighter, and is interested in environmental chemistry and pyrotechnics. This is Richard's third publication in DUNGEON Adventures, with another module slated to appear soon.

"The Wreck of the *Shining Star*" is an AD&D® game adventure that takes place aboard a wrecked warship which has run aground on a deserted stretch of rocky coastline. A group of 4-6 characters of 4th-8th level is recommended for this encounter. At least one cleric should be included in the party exploring the wrecked ship. This scenario may be easily included into an ongoing campaign as the player characters travel along the coastline of a sea, ocean, or large inland lake. The weather is assumed to remain sunny and fair as the ship is explored.

For the Player Characters

You've been following the sandy coastline for some miles, finding the traveling easier here than through the forest inland. Dinner time is fast approaching, and soon the sun will no longer light your way.

As you round a broad headland, you look toward the sea and notice several small rock outcroppings near to the shore. These small islands stand glistening in the sunlight as water washes over them in a steady rhythm.

Then you spot something unusual. The waning sun's light beats down upon the wreckage of a large ship, its hull pierced and supported by a small group of rocks, about 300' off shore. You see no immediate signs of life on her decks, but from the condition of her sails and colors of her paint, the ship seems to be newly wrecked. Perhaps some poor soul still lives on board, awaiting rescue from the cruel elements and certain death! But should there be no hope for her crew, perhaps the ship has treasure just waiting to be claimed by an ambitious group of adventurers!

For the Dungeon Master

The *Shining Star* belonged to a wealthy and ambitious nobleman, Lord Maragorn, whose holdings bordered the sea.

He commissioned the craft to serve three purposes. It was used to augment the fixed coastal defenses of his domain against pirates and brigands. The ship also coordinated patrols of the sea-lanes and inspected merchantmen for contraband. When free from her routine duties, the *Shining Star* served as the lord's flagship, which he often sailed to distant coasts in his service as an adventurer.

The ship's last duty, about a year ago, was to pick up her owner, his retinue, and his treasure near where the wreck now lies on the rocks. The lord came aboard late one night, bringing with him strange treasures and items from his latest quest. While he ordered most of his new belongings stored in the holds, he kept out two small chests for his personal inspection during the cruise home.

As the ship sailed into a cold, windy night, its captain navigating by the few stars he could see through the clouds, Lord Maragorn examined his newfound treasure. He found himself strangely drawn to one item, a slim black metal rod upon which seven crimson runes had been inscribed. The device seemed to instill in him a desire to hold it, and he found that he simply couldn't resist the urge to handle the item. Without fully realizing what he was doing, he took hold of the wand and activated its powers.

Gale-force winds abruptly buffeted the ship as the *cursed* magicks of the device summoned heavy weather. The captain and crew, shocked at the sudden manifestation of the storm, quickly found they were unable to handle the ship. Sails ripped, masts snapped, and the ship foundered, taking water faster than her frantic crew could bail. Lord Maragorn suspected he was at fault, having felt some strange magical force released as he held the device, but in the tossing ship he was unable to even attempt a reversal of his summoning. Then, without warning, a tremendous waterspout sprang up from under the ship, throwing everyone on deck overboard and smashing the *Shining Star* against the rocky shoreline where it eventually came to rest.

Great holes were ripped in her bottom and lower sides. She took some water, but because she was supported by several rocky outcroppings, the ship remained upright and mostly intact. Unfortunately, her crew did not fare as well. In the titanic swells that washed over her decks and through the gaping holes, the remnants of the crew were swept away and drowned. The *Shining Star* settled on the rocks after the storm, listing about 10° to starboard.

But while the crew was quickly killed in the storm, Lord Maragorn survived for a time. Trapped under splintered beams in his cabin, he was long in dying, and in the end was not even given that final option. For the *curse* he had released not only destroyed the ship and her crew, but it also transformed Lord Maragorn into a shade, doomed to remain aboard the ship until his unlife was extinguished.

The item that doomed the lord to his undead existence is the *iron rod of Parn* (see end of adventure). This device has the power to summon the dead to unlife, *cause fear* in enemies, and control the weather. It was created several hundred years ago by Parn, a powerful cleric of neutral-evil alignment. This evil priest spent many long years creating the rod, which served its maker well until one fateful day.

During a campaign against a tribe of wood elves, the cleric found himself facing a powerful elven mage. As he raised his rod to animate the dead warriors about him for an attack, the elven wizard spoke a powerful *curse*. As the evil priest commanded his dead men forward, the *curse* struck, destroying the cleric's physical body. Yet the evil one's spirit remained, for during the process in which he created the rod, part of his soul had been linked with the metal wand. Upon the death of his body, his evil will was fully absorbed by the rod, and within it a desire for revenge festered.

The cleric's evil spirit manifests itself whenever a living being takes hold of the rod. Some hours after grasping the device, the holder is transformed into a shade under the control of the evil cleric's will. The mechanics of the transformation strip the victim of positive life-force, leaving only the negative "alive" and bound firmly to the rod's will. The evil cleric then lives through the shade and, in this undead form, pursues his revenge against life in general. Thus, Lord Maragorn's ignorant attempt to use the rod without proper arcane consultation doomed his crew, the ship, and himself.

The *curse* upon the *iron rod of Parn* is not necessarily permanent, however. A magic-user or cleric who successfully casts a *remove curse* spell on the device can dispel the elven mage's work, thereby sending the remnants of the evil cleric's will into oblivion and allowing the rod's powers to be used without danger of transformation into a shade.

Random Encounters

When the PCs are traveling through, over, or on the surface of the water, a random encounter occurs on a roll of 1 on 1d8, checked every 10 minutes. Roll 1d12 and refer to the following table if an encounter is indicted.

1. Octopus, giant: AC 7; MV 3"//12"; HD 8; hp 44; #AT 7; Dmg 1-4 (×6)/2-12; SA constriction; SD ink cloud; AL N(E); MM1/75. This creature lives in area 22 of the ship. If encountered and destroyed in open water, eliminate it as a shipboard encounter. If the octopus is wounded and flees, it returns to its lair for a minimum of two days.

2. Sea hag: AC 7; MV //15"; HD 3; hp 20; #AT 1; Dmg by weapon type; SA weakening from *fright*, death gaze; MR 50%; AL CE; dagger; MM1/86. Once she spies any PCs, this monster will hide near the wreck, attempting to slay adventurers for her meals until she is slain.

3. Sirine: AC 0; MV 12"//24"; HD 6; hp 32; #AT 1; Dmg by weapon type; SA *charm person*, touch causes idiocy; SD *polymorph self, fog cloud, improved invisibility*, saves as 11th-level magic-user, saves vs. poison at +2, immune to all forms of gas, infra- and ultravision; MR 25%; AL NE; short sword; MM2/109. This sirine was attracted to the wreck out of curiosity but will leave it in 1-2 days.

4. Undertow: (If the PCs are not boating or swimming, reroll this encounter.) A strong current drags swimming characters 500-1,000' out to sea in five minutes. The undertow pushes rafts or small boats out half this distance. A swimmer who has greater than either normal encumbrance (as per the *Dungeoneer's Survival Guide*, page 13) or light encumbrance (as per the *Wilderness Survival Guide*, page 41) is pulled underwater and cannot surface.

5-6. Sea lions (1-6): AC 5/3; MV //18"; HD 6; #AT 3; Dmg 1-6/1-6/2-12; AL N; MM1/86. These monsters will remain in the area if they manage to eat at least one character; otherwise, they will leave in 1-4 hours.

7-9. Man-o-war, giant (1-10): AC 9; MV 1"; HD 2; #AT 1; Dmg 1-10; SA paralyzation; SD transparent; AL N; MM1/79. These monsters are merely drifting through the area and will be gone in 1-4 hours. If slain, others may appear anyway as such monsters are common in these waters.

10-12. Shark, common (3-12): AC 6; MV //24": HD 5; hp 25 each; #AT 1 bite; Dmg 2-8; AL N; MM1/87. These monsters, too, are common in these waters.

The *Shining Star*

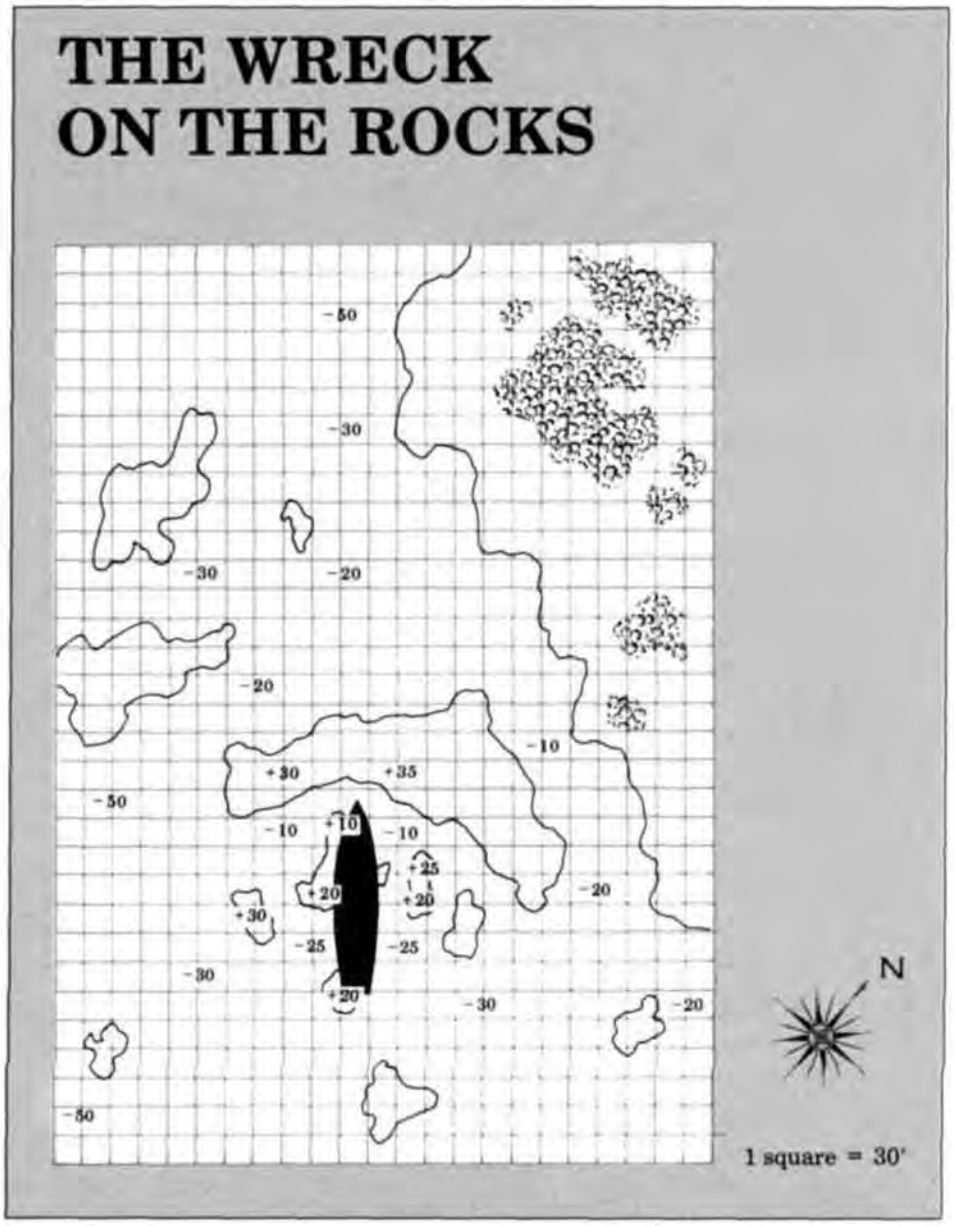
The ship is aground on three rocky projections, about 300' from the shore and held fast there, surrounded by water from 10' to 30' deep. Only the lowest level, the ballast section, is totally underwater. Level Three is above sea level, but because of the large, gaping holes ripped in the ship's sides, much of this level holds water washed in by storm and tide. Access to the ship is possible by swimming, flying, or similar means, entering either through the partly submerged holes on Level Three or by stepping onto Level One. The water swells among the rocks in rhythm, rising from 3' to 10', depending on the weather and the tides.

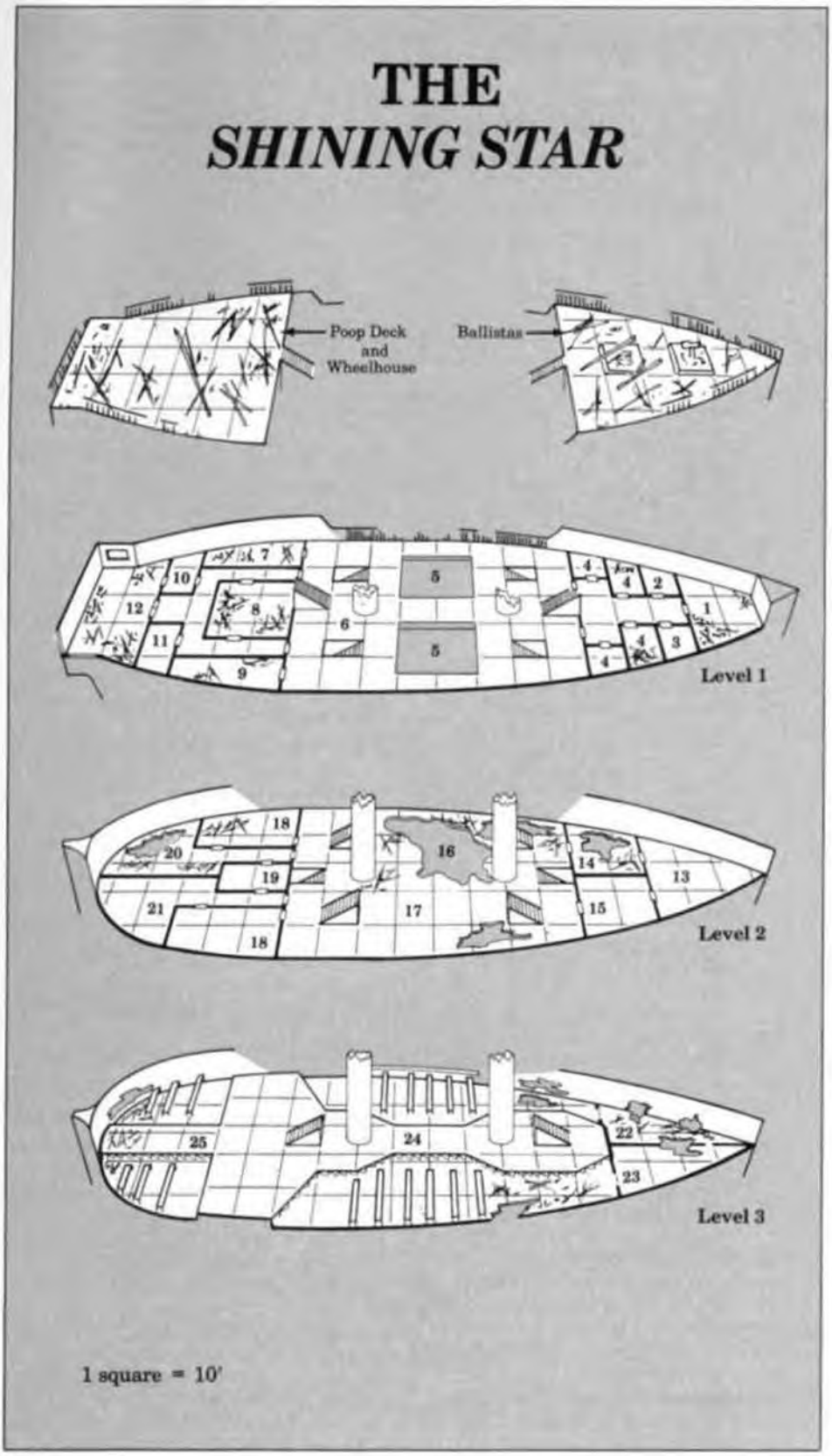
The ballista mounts on the top deck are ruined, as are the wheel and small deckhouse on the poop deck. The masts have broken off near their bases on Level One, and the cargo hatches have been blown off. The ship's sides are covered with seaweed and are warped in many places, although the general integrity of the hull is fair.

If a character who weighs over 200 lbs. (including gear) walks on any level of the ship, there is a 30% chance every 60' traveled that the floor gives way, dropping that person to the next level 40% of the time, or through all levels until he reaches Level Three 60% of the time. The character takes 1-6 hp damage for each level he falls through, and all his nonmagical items must save vs. normal blow (as per the *Dungeon Masters Guide*, page 80) or be destroyed. Check each character sheet to determine the PC's total weight before beginning shipboard movement.

Each numbered level is 8' high; the ballast level is 6' high. The hull of the ship is curved, so interior rooms which use the hull as a wall are also curved. All areas, especially those with holes to the outside or with standing seawater, smell strongly of brine, seaweed, and rotting wood. The floors are slanted, as the ship lists to the right (starboard) by about 10°, and they are often slippery, being covered in places with wet seaweed. Thus, the PCs must be cautious in their movements. To walk safely, a PC must reduce his normal movement rate by 50%. Anyone attempting to run through these levels slips and falls 100% of the time, minus 5% for each point of dexterity over nine. A fall of this type causes no damage, but fragile glass, ceramic, and crystal items (including vials and mirrors) must save vs. normal blow or be crushed. It takes one round for a PC to right himself after he has fallen. Any items dropped or moved by a character slide to the lowest point in each area.

Normal or magical fire or electricity that comes in contact with the ship's interior may start fires. Use the saving-throw matrix in the *DMG*, page 80. On Level Three, the ship's thick wood gains a +4 saving throw against fire and a −4 saving throw against electricity due to wetness. If not extinguished promptly, such a fire expands to adjacent rooms at a rate of one room every 10 minutes.





Thus, a fire starting in area 2 would burn through the walls to areas 1 and 4 after 10 minutes.

Level One

The doors on Level One are made of wood supported by brass bands; each is 5'6" high and 2'6" wide unless otherwise indicated.

1. Quartermaster's Room.

The light outside shines in through a few portholes in this trapezoidal-shaped room, providing dim illumination which reveals a pile of debris on the floor. Along the hull walls, which curve to shape the bow, the wooden racks and shelves are now empty. The debris on the floor consists of water-damaged sail cloth, broken wooden barrels, and shattered pottery. Much of the stuff is covered with a blue-green dustlike substance.

The southeast wall is straight and forms a bulkhead. A large wooden chest, about 6' long, 3' wide, and 4' tall is bolted to the floorboards to the left of the door just inside the room. Its girth is bound with two rusting iron bands, and it is locked with a rusting iron hasp and padlock.

The dustlike substance which covers the debris and floor is a colony of blue mold. This variety of mold thrives in a moist, salty environment such as the walls of sea caves and along rocky ocean coastlines. It is identical in most other respects to yellow mold, but *continual light* spells have no effect against it.

Blue mold: AC 9; MV nil; HD nil; #AT 1; Dmg 1-8; SA poison spores; SD affected by fire-based attacks only; AL N; MM1/71 (yellow mold).

This forward room held precious supplies — barrels of fine ale and wine, special foods, expensive supplies for the ship — and any personal items the crew members wished to have locked up. The room also served as the quartermaster's lodging.

Any thief wishing to pick the lock on the chest does so with a −25% penalty because the lock mechanism has corroded. Anyone trying to force the lock open by sheer strength need only make an *open doors* roll. Inside the strongbox are 30 individual compartments containing a total of 80 gp, 38 ep, 420 sp, 450 cp, 15

gems (worth 20 gp each), and two necklaces of copper links (worth 10 gp each). A locked cabinet above the chest holds 30 signal flags and a pennant with Lord Maragorn's coat of arms (a white osprey, wings extended, on a field of aquamarine with silver edging). This pennant could be a clue to the owner of the vessel, or at least tell the PCs the ship's land of origin. Bringing news of the *Shining Star*'s demise to Lord Maragorn's homeland could begin the PCs' next adventure (see "Concluding the Adventure").

2. Marine Captain's Room.

> This room has a comfortably large bed (by ship standards) attached to the southwest wall. The bed's mattress has been thrown to the floor along with most of the room's contents. Worn and ripped books, the shattered remains of two oil lamps, moldy clothing, and wood debris cover the small room's floor. The only item still fastened to the wall is a sheathed saber with a wire grip that hangs above the bed.

A human fighter, the commander of the marine detachment on board the *Shining Star,* resided here. The saber is made of fine steel and has a silver wire grip. The weapon is usable if the blade is polished and sharpened, and it is worth 40 gp in its scabbard.

3. Marine Lieutenant's Room.

> This 10'-square room has a 6'-long bed suspended from the northeast wall, with three short rows of bookshelves above. A small desk is attached to the northwest wall below uneven, dangling chains that once held a lamp. All of the room's contents seem to be sitting on the warped floorboards. You can see a broken wooden chair, weathered clothing and linen, and pieces of armor and metal.

Also present under the debris are the bones of the second-in-command of the marines, an elf fighter/magic-user. A ranger or cleric might be able to identify the bones as those of an elf or half-elf. The lieutenant's equipment also lies here: a fine elven long sword and scabbard, a suit of elven chain mail (which will fit only an elf), and a jeweled dagger in a scabbard set with four gemstones (worth 150 gp total). The elf stored his prized possessions in a box strapped to the underside of his bunk. This box is locked and has a *fire trap* spell cast upon it (at the 7th level of ability). Within the box are 45 gp; potions of *healing, levitation,* and *sweet water* in unmarked glass vials; and two scrolls in ivory tubes with lead foil sealing the ends (*protection from normal missiles* and *slow*).

4. Marines' Barracks. Each of these four rooms has the same description.

> You see a room lined with eight normal-sized ship bunks along the walls. Two portholes in the exterior wall allow some of the sun's light in, casting amber shafts onto the debris scattered on the floor.

Like all the other rooms, these quarters are strewn with bed linens, clothing, furniture, and bits of armor. These four rooms housed the detachment of 32 marines on board the *Shining Star.* Each room has four short swords in their scabbards in a locked rack by the door. There are four short bows, four quivers of 20 arrows, and four shields lying among the debris. The marines were all swept overboard as they tried to help the crew with the ship in the magical storm.

5. Cargo Hatches. Two 20'-square openings are set in the deck near the middle of the ship. If the PCs look down into Level Two through these openings, describe only the immediate area below (see areas 16 and 17). Before the storm, panels were lashed across the openings, but they were blown off and washed overboard.

6. Main Deck.

> Debris from the wreck lies all about the wind- and water-worn deck. Bits of sail cloth, wood shards, broken pieces of equipment, and parts of the rigging are covered with sun-baked, foul-smelling seaweed and flecked with salt. The tall masts are missing, leaving only jagged stumps on deck to mark their former positions. The narrow staircases at each end of the deck have several broken steps but are otherwise intact.

7. Non-Coms' Room.

> This room has several open portholes which allow sunlight to illuminate its dismal interior. Two beds are attached to each of the long walls. A small round table is bolted to the floor, the only thing standing among the debris strewn about the cabin. Overturned chairs, a few tarnished and rusted scimitars, and broken trinkets lie among ruined clothing and wood shards.

A brass-plated sextant (worth 50 gp) in a locked wooden box is fastened to the underside of the nearest bed to the left of the door.

8. Guest Room.

> The ceiling beams in this room have collapsed, dragging down wooden shards and other debris to partly cover a skeleton in shiny armor. Its head and upper body lie free from the wreckage, lit by sunlight streaming in through several ragged holes in the room's ceiling.

Lord Maragorn's cleric was housed here. The storm dislodged part of the ceiling timbers, which fell upon and killed him. His skeletal remains are still encased in his armor, a suit of *chain mail +2.* His magical *staff of striking* (18 charges) lies buried beside him. Unless the PCs declare they are making a thorough or complete search lasting at least 10 minutes, they will not discover the staff (it looks just like a piece of debris). A wooden idol covered in peeling gold leaf is still attached to the southeast wall. It is recognizable as the likeness of a deity devoted to the sea (chosen by the DM as appropriate to the campaign). The remains of a small wooden altar lie crumbled on the floor below the idol, broken in several pieces by a fallen beam.

9. Officers' Room.

> This room's ceiling has collapsed, exposing the room to sea water and wind. You see many ripped pieces of navigation charts and books strewn over the debris-covered floor. Everything looks quite waterlogged. There are only three bunks in this room, large beds by ship standards.

This room was the quarters for the three ship's officers. Each hid his personal treasure in a locked box attached to the floor directly below his bunk. All three boxes are now covered with debris, and a thorough search of the room must be conducted to find them. Each brass-bound box has a rusted iron padlock. Due to the poor condition of the locks, a thief has a −25% penalty to his *open locks* roll; a normal *open doors* strength roll will shatter the lock.

The first box holds 102 gp, 36 ep, and 35 sp. The second contains three pale-blue sapphires (worth 100 gp each), 34 gp, and 10 sp. The third box holds a gold chain necklace (worth 150 gp), 42 gp, and a potion of *extra-healing* marked with the letter "P" (for "potion").

10. Galley.

Through the open door, you can see a great deal of debris lying on the floor. Brass pots, pans, and utensils poke out from a pile of pewter plates, soiled linen, wooden boards, and broken crockery. Everything is covered with a strange blue-green dustlike substance.

A narrow shelf runs along the walls around the room. Along the southwest part of this counter are two stone-tiled circular openings. Below each, you see a small black iron brazier supported by metal straps fastened to the bottom of the counter. The braziers are empty of coals.

Above the counter are wooden cabinets, their doors hanging open to show empty shelves. It's obvious that the disaster which struck the ship disgorged the cabinets' contents onto the floor.

The blue-green dust is a colony of blue mold (see area 1 for description).

11. Non-Coms' Mess.

An oak table is bolted to the floor at the center of this room. Broken lantern chains hang from the ceiling beams above the table, and their lanterns lie smashed on the table. Brass utensils are scattered about the floor along with pewter plates and goblets. Also lying about are seven wooden chairs. A few bits of bone and cloth can also be found among the debris.

12. Lord's Quarters. Lord Maragorn met his terrible fate in this room. The side walls once held stained-glass windows, which were knocked out during the disaster. Now the openings are covered with debris and pieces of sail cloth to darken the room. In full daylight, this reduces illumination in the room to "shadowy light," as per the *Monster Manual II*, page 108; during twilight or night, the room is considered to be in "total darkness." Lord Maragorn, now a shade, hides in the shadows (as a thief of 9th level) behind a pile of collapsed timbers (having sensed the approach of living beings). If the PCs come into this room, the creature produces *shadow images*, if possible, then attacks with the *iron rod of Parn*. The shade uses the rod's powers to full advantage in combat by using both *control weather* powers to summon a storm, by causing an earthquake which may topple the ship from her perch on the rocks, or by *animating* any of the PCs who die and ordering them to attack their companions. Be sure to consult *Monster Manual II*, page 108, to fully understand the shade's capabilities in different amounts of light.

Lord Maragorn's shade (basic statistics): AC 0; MV 12"; F9; hp 70; #AT 3/2; Dmg by weapon type; S 17, I 13, W 8, D 16, C 17, Ch 12, Co 14; SA/SD see MM2/108; *chain mail +3, iron rod of Parn*; AL NE (originally N). See the description of the *iron rod of Parn* at the end of the module for further details on the shade's abilities and vulnerabilities.

Also in the room are numerous ruined books and navigation charts. Partly buried under the debris are some of the lord's possessions and treasure: his *long sword +3*, a *dagger +2*, 130 gp, three pieces of jewelry (worth 80, 75, and 50 gp), the crushed remains of potion vials, and two smashed wooden chests. Also to be found under the debris are the lord's signet ring and an official banner, both depicting his coat of arms (see area 1). These are clues that could give the PCs information about the ownership of the *Shining Star* and lead to other adventures (see "Concluding the Adventure").

Level Two

13. Forward Bow Storage.

This triangular room has two rows of 30 cask cradles, one set attached to each of the long walls. The cask cradles are three units high by 10 units long. Most still have casks strapped securely into their respective slots. A few casks have toppled from their supports and have broken on the floor among the 20 barrels and crates standing upright at the center of the room. These barrels and crates are lashed securely with rope to rings stationed at intervals along the deck. The room smells faintly of ale and strongly of brine.

There were 30 casks of flour stored along the right wall, six of which have fallen from their cradles and broken on the deck, their contents long ago eaten by scavengers. Of the 30 casks of dark ale stored along the left wall, 10 have fallen and broken, their contents absorbed into the wooden deck.

The casks and crates which have not been broken contain usable goods, although the ale has gone sour. There are 24 casks containing flour, eight barrels of dried apples, six barrels of prunes, and eight crates of hard biscuits.

14. Port Bow Storage.

The floor of this section has been broken open by the force of the ship's demise. The cargo that was here has apparently fallen through the level below [see area 22] and into the ballast level at the bottom of the ship. Looking down, you see many crates and boxes have been dashed into unrecognizable bits.

15. Starboard Bow Storage.

The cargo in this area is scattered about the floor. You see long wooden boards lying among piles of rusty nails. Everything is covered with black congealed pitch.

There are 35 20'-long planks (used to repair the ship), five kegs of iron nails spilled out over the floor, three crates of wooden pegs, and six barrels of black tar which have broken open, spreading the gooey, flammable stuff all over. Should anyone drop a torch or use magical fire within this room, a conflagration will surely ensue. The tar sticks to boots, clothing, and weapons, and it can be washed off only with wood alcohol.

16. Port Main Storage.

As you enter this area, your light falls upon 10 horse carcasses, little more than skeletal remains, lying on moldy, wet straw. Ten saddles, piles of horseshoes, and other equipment also lie about, ruined by exposure to the sea water which has blown in through a gaping hole. The ceiling beams have collapsed in places, and the staircases here don't appear completely safe.

The horses for Lord Maragorn and his retinue were stabled here for the trip. Among the debris and equipment that lies here rotting are four *horseshoes of speed,* kicked off during the storm by Lord Maragorn's mount. In order for them to be found, a *detect magic* spell must be employed to differentiate them from the other 150 horseshoes scattered on the floor. If all the horseshoes are inspected, taking four man-hours, the four magical shoes can be identified by their unrusted condition.

17. Starboard Main Storage.

This area is filled with debris and all sorts of goods. You can easily see many broken pieces of silver-chased, rotted furniture and several large broken chests which have dumped out bolts of once-fine cloth, now ruined by the elements. All sorts of tarnished, silver- and gold-plated dinnerware lies scattered on the hold's floor. The remains of four tapestries are spread out, and among the mess you see loose coppers, silver pieces, and gold coins. A gaping hole in the floor, through which an occasional splash of sea spray comes, occupies the front corner of the area.

The dinnerware could be salvaged, and if polished and repaired is worth 20 gp per pound; there are 150 lbs. of the stuff lying about. In addition, a total of 250 gp, 450 sp, and 2,300 cp lies scattered about under the debris. The tapestries, once beautiful and valuable, have been ruined beyond repair.

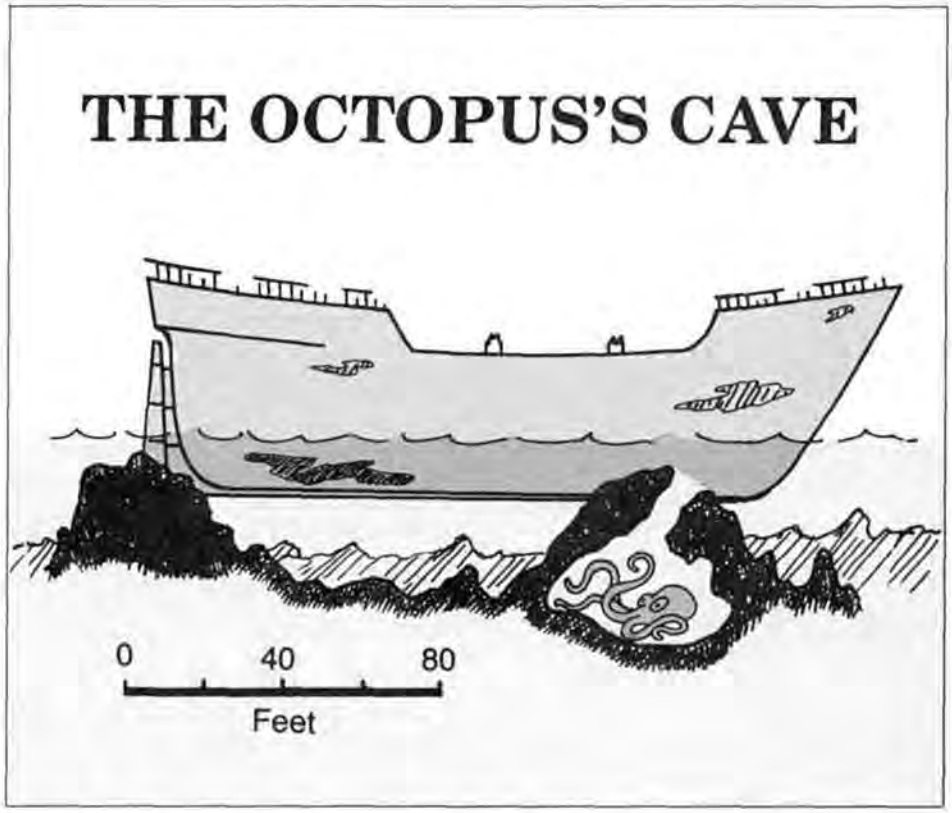
18. Crew's Quarters. These two rooms have identical descriptions.

You see 16 small bunks crowded into this room, stacked two high along the walls. Large hooks have been screwed into the ceiling near the center of the room, from which a few mold-encrusted hammocks hang. Adding to the general clutter on the floor are small broken boxes, wood splinters, smashed lamps, and a few pewter cups.

These rooms housed the crew. The hooks in the ceiling could be used to stretch nine hammocks across the center of the room. Three shifts of sailors would rotate through these rooms, one shift sleeping while the other two worked. There is nothing of value here.

19. Animal Food Storage. The food (eight barrels of oats and four bins of alfalfa) for the horses in area 1 was kept here. Any food that hasn't been eaten by grubs has rotted away.

20. Aft Port Storage. Extra ballista projectiles, sail cloth, mast sections, pulleys, rigging, cables, and lead weights lie here spread about in ruin, though some has fallen through a hole in the floor to area 25 below.



21. Aft Starboard Storage. This area held the more perishable foodstuffs for the crew. The food has rotted away or been consumed by scavengers, and there is nothing of value here.

Level Three

22. Wrecked Prow. A rocky projection of stone pierced this section, fracturing the side of the ship in many places and leaving openings to the wind-blown surf. The wall between this room and area 23 has shattered, and a large circular hole lies open to the ballast level and the ocean below. This hole allows a giant octopus, who resides in a rocky cave below the ship, free access to the surrounding waters (see "Random Encounters" for the octopus's statistics). The octopus remains in its lair 70% of the time. If it senses creatures nearby, it exits into the surrounding waters or reaches its tentacles up into area 22 or 23 to attack. If the octopus was destroyed in a random encounter earlier, it is no threat to the PCs here.

23. Rowers' Quarters. The serfs, slaves, and paid rowers all slept in this

room. The area is now under about 4' of water, and a gaping hole in the dividing wall gives access to area 22.

24. Rowers' Benches.

Six long benches are set on each side of the ship, divided by a raised, 10'-wide walkway. Several of the benches are now broken, having been crushed when the ship went aground on the rocks. A few broken oars lie about, and there are quite a few intact skeletons lying among the individual bones scattered about.

When the ship was not under sail, the oarmaster prowled the walkway, shouting curses to motivate the rowers. His bones are now indistinguishable from those he once commanded.

25. Aft Rowers' Section. Additional rowers could man positions behind the normal rowers' area, to augment speed for ramming or for fast starts. A rocky projection has thrust upward through the deck, splintering the hull and several benches.

Concluding the Adventure

The PCs' examination (and probable looting) of the *Shining Star* is not likely to have great consequences on the campaign as a whole. It is possible that the sale or display of some of the items taken from the ship might be noticed by someone connected with Lord Maragorn's family, allies, or enemies, however, and this may have unexpected consequences.

This encounter presents the DM with a good springboard into other adventures. Since Lord Maragorn was a powerful noble who has been missing from his lands for almost a year, proof of his death would be important news for the heirs to his estate and his enemies alike. Several clues as to Lord Maragorn's identity and the location of his holdings can be found within the wreck (areas 1 and 12).

Should the PCs decide to take word of the lord's demise to his homeland, there are many possibilities for encounters and side adventures along the way. Lord Maragorn's lands should be sufficiently distant to make traveling there a challenging task. Additionally, once the PCs reach Lord Maragorn's home, they may become involved in any number of social, economic, and political problems stemming from the news of the lord's death.

The *Iron Rod of Parn*

The *iron rod of Parn,* made of a light alloy of iron, is 4' in length with a dull black finish. Seven magical runes are engraved in crimson along its entire length, each rune representing a facet of the rod's power: *cause fear* (as an adult dragon) at will; *speak with dead* once per day; *cloudburst* twice per day; *animate dead* three times per day; *control weather* twice per week; *earthquake* once per month; control up to 10 hit dice of undead, with concentration (as a *conjure elemental* spell) once per week. All these powers are cast at the 12th level of ability.

The *cause fear* power activates instantly at will, while the other powers take two segments to activate. Only clerics and fighters can control the rod's powers. If it is used by a cleric of evil alignment, the rod can control triple the number of hit dice of undead (30).

The appropriate rune must be touched to activate each facet of the rod's power. A *read magic* spell identifies each of the seven runes on the rod, one per segment. In order from top to bottom they are: "fea" for fear, "necros" for communication with the dead, "mimbros" for precipitation, "necron" for animation of the dead, "meteris" for weather control, "terron" for earth movement, and "necrinis" for control of undead. The rod has no charges, but its abilities are limited to the number of uses listed previously.

In its *cursed* state, the rod has a mind of its own (being possessed by its evil creator's will) and uses its powers to transform its wielder into a shade as described hereafter. The rod can be used as a melee weapon, striking as a +2 magical weapon for 1d6+2 hp damage. Unless the *curse* is removed, the rod radiates strong evil under scrutiny of a *detect evil* spell. It radiates very strong magic if scanned with a *detect magic* spell.

If the *curse* is successfully removed, the evil cleric's will is detached from the rod and sent into oblivion. The device can then be used without danger of its wielder being transformed into a shade. However, the rod must additionally make a saving throw vs. spells (as if it were a 12th-level cleric). If it fails this save, one to four powers (numbers 2-7 only) are lost forever as a result of severing the strong bond between the evil cleric's will and the magic of the *iron rod of Parn.*

If the current shade under the rod's influence is destroyed without first removing the *curse,* the device tries to entice another living victim to take hold of it. Treat this action as if the rod has cast a *suggestion* spell on everyone in a 20' radius. Those who fail to save vs. spells (wisdom bonuses apply) feel an immediate and uncontrollable urge to grasp the rod. Should more than one creature be affected, an initiative roll modified by dexterity must be made for each PC to determine who gets to the device first. Once held by a living being, the rod begins the transformation of the holder into a shade by slowly stripping the wielder of his positive life force (which also serves to power the device). As long as a living being holds onto the rod or is within 100' after initial contact, he becomes a shade within 3-8 hours. If the intended victim moves farther than 100' from the rod, the transformation is negated.

A fully transformed shade retains all equipment it had before the transformation. It takes up the rod upon completion of the transformation (if it does not have hold of it already) and uses it along with its own equipment to destroy all living creatures in sight.

If a *remove curse* spell is successfully cast upon the rod before the shade under its influence is destroyed, the *curse* is removed and the shade is released from the device's control. However, the shade remains a shade unless either an *exorcism* or *wish* spell is cast to reverse the transformation.

XP Value: 14,000 **GP Value:** 70,000

Ω

IN PURSUIT OF THE SLAYER

BY CARL SARGENT

Can a merciless killer possibly be your ally?

Artwork by Bob Gladrosich

Carl Sargent has just finished a third fantasy gamebook, for 1989 publication. He has also published a book on the tarot and is currently working on a 160-page fantasy RPG scenario book, other game products and articles, and one or two other writing projects. Carl reports he needs to repaint the letters E, R, I, O, and H on his word processor keyboard as they have disappeared with use.

"In Pursuit of the Slayer" is a D&D® module for 6-8 player characters of levels 6-9. Any character class can play the adventure, and a balanced group is vital for success, but the PC party should include at least two strong dwarves or fighters, at least one of 9th level. Chaotic characters are not recommended. It is essential to the adventure that the PCs have mounts. The module can be played as an individual adventure or easily integrated into an ongoing campaign in any temperate area of farms, plains, and light forests.

This scenario features four monsters from AC9 *Creature Catalogue.* While it is desirable to have a copy of this book on hand, the text here gives all the information and statistics needed to use these monsters.

For the Player Characters

You slow your mounts to a trotting pace on this warm summer day as you travel onward; they are feeling the heat as much as you are. It's a lazy, humid afternoon, and somewhere to the north a farmer is burning stubble judging by the plume of smoke you can just make out.

Then, some way ahead along the road, one of you makes out a small running figure heading south toward you. There is no pursuer in sight, but it must take something unusual to make anyone run so fast on so hot a day. You urge your mounts to a faster pace, and now you can see clearly that the runner is a young boy. He stumbles and falls as you get close to him, and he doesn't get up. When you dismount and run to him, the boy looks up at you, his face streaked with the same black that soils his clothes. He holds out his hands and falls forward, exhausted.

Soon revived, the boy says his name is Alberin. He is fleeing from his home at Fairwell Farm some miles north. Close to noon, Alberin tells you, a bearded warrior in armor rode up to the farm on a great black charger. He held a mighty

sword in one hand and a slim length of wood in the other. The red-cloaked man simply pointed the wooden stick, and a great ball of fire hurtled from it into the farmhouse, setting it alight instantly. As people fled in terror, the warrior slew them with his sword; others perished in the raging flames.

The man spurred his horse to ride away, then saw Alberin cowering by the well. He laughed at the boy, the cruelty in his face emphasized by the black eye patch he wore over one eye. "You're too little to be worth my while killing," the murderer chuckled. "Know me as the Slayer!" he intoned, then rode off to the north, leaving a dozen souls dead in his wake. Alberin fled in terror despite the man's words and is heading south to the refuge of a cousin's home.

The plume of smoke . . . no stubble burning, then. The murderer is mounted, and you have little time in which to choose your next actions.

For the Dungeon Master

In this scenario the PCs follow Wolfram, the Slayer, and track him to a great funeral barrow upon a devastated plain. There, if nothing happens to interfere with Wolfram's plans, a great undead army will be magically raised to sweep south and spread death on a scale which will make his efforts look pitiful . . . except that they aren't exactly *his* plans and efforts.

Wolfram is actually a deeply Lawful and good man, albeit one of very strict beliefs (see the end of the module for details on his statistics and personality). His *wand of fire balls* is occupied by an undead being known as a possession (also called a sword spirit) which has taken over Wolfram's mind. It can also use the wand itself as a weapon.

Wolfram is headed for the Plains of Despair, an ancient battleground. There, the possession intends to leave the wand and inhabit a different magical item, the *Staff of Shrivening*. Together with the staff, which is guarded by another undead creature — a grey philosopher — it will begin the infernal work of animating an undead army from the countless bodies in the earth. Wolfram's stopping to kill people en route is caused by the possession, which gains power from the deaths it causes, making the animation of undead easier and quicker when it reaches its destination.

This grey philosopher has long been filled with an especially deep hatred of living creatures, amplified by magical banes deep within the barrow. Its deliberations, unusual for its kind, have progressed to the stage where it is ready to begin work animating undead. This desolate place is also inhabited by a sacrol, a third undead creature, which will present another major danger for the PCs.

The PCs begin at the X on the map. They must follow Wolfram as quickly as possible and destroy the malevolent entities before the undead army is summoned. This is a race against time, but along the way there are both time-wasting diversions and also sources of important information, especially about Wolfram.

This powerful man has always been known as the Slayer, for very good reason — he is an implacable and merciless foe of all that is evil. While he takes no pleasure in his grim work, his task has been to kill marauding monsters, evil creatures, and murderers who have been sentenced to death but have escaped justice — until Wolfram catches up with them. Wolfram is not a vigilante, however. When pursuing evil men (as opposed to monsters), he kills only when he knows that they have been sentenced to death by judicial authority. He is Lawful, after all.

Along the way, the PCs should find enough information to make them realize that all cannot be what it seems where Wolfram is concerned, and they should probably realize that killing him will mean killing a good man and true!

The players' introduction has been written to set this adventure in summer for two reasons. First, it helps to explain why a *fire ball* causes the complete destruction of large farm buildings (everything is very dry and the fire spreads quickly). Also, it helps to mark Wolfram as unusual. This man is galloping around and fighting in full plate mail and shows no signs of exhaustion! He must have some magical resistance to the heat, so he's probably something special. Adding Wolfram's apparent lack of problems with the heat to the question, "What's a fighter doing using *fire balls*, anyway?" should make the PCs curious enough about him to set off in pursuit. The hot weather also sets the scene for the thunderstorm on the Plains of Despair.

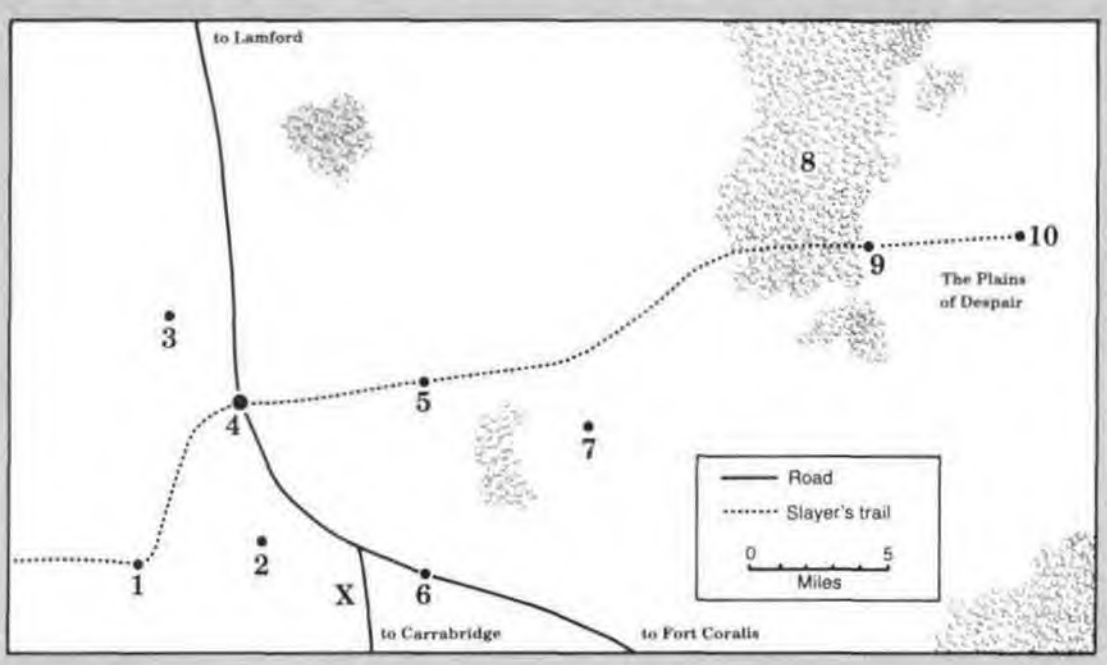
The PCs may want to question Alberin for any more details they can get out of him. If so, they must ask clear questions. If asked about the Slayer's armor, Alberin describes plate mail. He is fairly certain, if asked, that the eye patch was worn over the man's left eye. Alberin also remembers that the Slayer had dark hair, and he can say that the "fire stick" (as he calls it) was made of pale wood, about half a yard long. If questioned closely, Alberin tells the PCs that the Slayer's horse was sweating in the hot weather, but the man didn't seem to be affected by the heat. If asked what lies to the north, Alberin tells the PCs of Crabtree Farm, Harakil's Farm, and the village of Kaldarek (see The Route of the Slayer map), and a few details about them. He can also give reasonably accurate directions. Alberin can give a list of the dead at his own farm (his father Marat, mother Hamana, brothers Sylran and Bertran, and six farmhands) if the PCs really want to know. He has no idea why anyone would want to do such a terrible thing at Fairwell Farm.

The Route of the Slayer map shows a number of locations and the path which Wolfram has taken. The players do not receive a copy of this map but can make their own sketch map from information gained as they travel. Each time the PCs do not follow Wolfram's trail but make a detour somewhere else, they lose time pursuing him. Such lost time is noted for all locations where this rule applies.

Keep a careful record of how many detours the PCs make, for this number affects the final combat on the Plains of Despair. Also, in some locations the party can gain information about Wolfram and the direction he has taken, although they must ask some questions or they won't be able to follow him. If, however, the PCs spend hours asking questions about trivial details, at Kaldarek (area 4) or of the dwarven merchants (area 6) for example, treat this as further time-wasting and add +1 to the detour count. Don't penalize PCs trying to think of intelligent questions and looking for people of note in Kaldarek, but only those spending an interminable time over matters. The PCs should realize they are not going to catch anyone while wasting their time in this way.

It should also become clear to the PCs that they cannot catch the Slayer on the first game day. If the adventure starts just after noon, they will get to the

THE ROUTE OF THE SLAYER



Dapleth Woods (area 8) in the early evening. After the combat there, the party will have to sleep and regain spells, especially curative ones. The PCs may wonder whether they should pursue the Slayer during the night hours. Make it plain that they cannot travel in the woods by night, and that the man they are following must surely stop, rest, and sleep also.

No detailed maps are provided for any farms or for Kaldarek, and they should not be needed since no combats take place at any of them. Location descriptions give basic details for describing these places to the PCs.

Magical Pursuit

It should not be possible for the PCs to have any magical means of catching up en masse with Wolfram before he gets to the Plains of Despair. A spell such as *haste* lasts only 30 minutes. While a *fly* spell lasts longer, it affects only one character, and it should be clear that one PC — even a strong one — would have serious problems trying to deal with a man using a *wand of fire balls*. If a player is contemplating using this spell, you may drop a hint on this score. Similarly, magical items have limited use, either due to short duration (a potion of *flying*) or because only one or a small number of PCs can be affected (e.g., *boots of speed, carpet of flying*). Only a party grossly overequipped with magical transport items could catch up with Wolfram as a group. If you have such a party, you must find some way of relieving them of a few such items.

Intelligent players, however, may well use magical items or spells such as *fly* and *haste* to scout ahead and track Wolfram. A party may split up, agreeing to meet later at a fixed place, with the majority going one way and one or more flying characters making a quick check off the main trail. This is not a problem in running the scenario, and you should be careful not to increase the detour count if magic is used to speed up investigations. For example, if the main body of a PC group goes straight from Fairwell Farm to Kaldarek, while a *flying* character checks on Harakil's Farm, the farm visit should *not* be counted as a detour since no time has been lost.

Encounter Areas

Many of these encounter areas include meetings with normal, nonadventuring humans. For convenience, statistics for these people are given here.

Villagers and farmhands: AC 9; Normal Man; hp 1-6; MV 120'(40'); #AT 1; Dmg by weapon type; Save Normal Man; AL L; equipped as DM sees fit.

1. Fairwell Farm. All that remains here is a single barn to the north of a group of still-burning shells of buildings (farmhouse, stables, two barns, farmhands' cottages, etc.) which were almost entirely made of wood. There are no survivors, only 10 charred and bloodied bodies, slain by fire and by the sword. Just to the east of the main farmhouse is a large well (hence the farm's name) next to which stand watering troughs. The PCs' mounts can drink here (no time penalty).

2. Harakil's Farm. Visiting this farm is counted as a detour, since Alberin made it clear that the Slayer road off north from Fairwell Farm, and this place is almost due east. It is clear from

a distance of half a mile away that all appears well on this grain and livestock farm. The seven farmhands and Harakil, the owner, say they have seen nothing unusual and are perfectly safe. They assumed from the smoke that Marat was burning stubble over at Fairwell Farm. Once they learn differently, they take steps to arm themselves and defend the farm.

3. Crabtree Farm. Visiting this farm is also counted as a detour, although it's not bad play coming here. Alberin said the Slayer rode off to the north, and the villain might have come here (although he hasn't).

This farm is physically similar to Harakil's Farm, but the owner is a retired fighter. If the PCs specifically ask to see the boss, not settling for the obviously peaceful nature of the place at first sight, the five farmhands lead them to farmer Darrigan. If the PCs ask about the Slayer, Darrigan frowns and looks thoughtful. "I'm sure I've heard that name somewhere, heard something about a fighter called the Slayer," he says slowly. "But it weren't said with fear or anything like that." He cannot recall any details. Once informed of the destruction of Fairwell Farm, Darrigan orders his farmhands to arm themselves and withdraw to the main house.

Farmer Darrigan: AC 9; F4; hp 22; MV 120'(40'); #AT 1; Dmg by weapon type; S 15; Save F4; ML 9; AL L; long sword (kept in farmhouse).

4. The Village of Kaldarek. Kaldarek is a small village of some 80 souls on the main north-south trade route between Lamford and Carrabridge. At the village, horses are often rested, and coach parties and wagons stop for the night, so there is a fair-size coaching inn (run by Martallus and his wife, Diora) and a blacksmith/stableman, Rodallan, who is also responsible for maintaining law and order in this village. There's little trouble, anyway. Outsiders who cause problems quickly find out they must face all the able-bodied men of Kaldarek.

The buildings comprise the inn, smithy, two warehouses, stables, storage barns, a small shop selling food and tools, and some 15 small cottages and larger dwellings, mostly made of wood.

Just west of the village stands the smoldering, burned-out shell of a farm wagon. Beside it lie the blackened bodies of two horses and four young men. This tragedy happened two hours before the PCs arrive (three hours if they have made a detour, four if they have made two detours). Careful examination of the area reveals a blackened patch of ground 20' in radius and clearly circular.

At the edge of the village, half a dozen townspeople stand in a huddle; many are distraught and weeping. One man is being tended by his friends. He was struck by debris from the explosion and has a deep, bleeding gash on his left leg. A *cure light wounds* spell will heal the damage, and a Lawful PC cleric should most definitely offer this aid. Unless otherwise noted, all villagers here are treated as Normal Men.

None of the villagers actually saw what caused the fire, but one of the villagers — a young woman named Farrah — saw a man galloping away east on a black horse just after an explosion was heard. He was some distance away when she saw him, and all she could make out was his red cloak fluttering in the breeze. Others can confirm Farrah's report of a loud bang, but no one else saw any detail of the rider.

If the PCs immediately gallop off east, point out that their horses are sweating and could do with a drink, easily obtained from the pond in the center of the village. There is no water source to the east until they get to Larred's Farm (area 7) or into the woods. If the PCs fail to water their horses in Kaldarek, their mounts will be slowed. Count such slowing as a detour, even if a PC cleric later casts a *create water* spell for the mounts. The horses will need twice their normal water intake after being ridden so far in such hot weather and will drink slowly for the entire hour the magical spring is in existence, so time is still lost.

The PCs might split up in Kaldarek, some watering the horses and others looking for more informants. If they ask whether there is a village elder, mayor, or other authority, they are directed to Rodallan, who is in his smithy. Rodallan has instructed his assistant, a youth named Cladaw, that he doesn't want to be disturbed in his private rooms behind the smithy. The PCs must either march in, bribe Cladaw to show them in, or impress the lad with a show of authority to gain entrance. Rodallan is angry at being disturbed, but if the PCs make it clear that they are trying to track the Slayer (a name Rodallan has never heard), he becomes amenable and repeats a story told to him by Garaldath, a young man who was riding into town from Larred's Farm when he saw the mysterious rider.

The young man described the rider as black haired and clad in plate mail, with a sword in its scabbard at his side. No wand was in view. The horse was large, pure black, and being ridden at a modest gallop since it was clearly sweating. Garaldath plainly saw the red cloak of the rider. He didn't approach him, since he was riding to the south of the man in the opposite direction, but just after they passed he heard the man shout out, "Curse! curse!" and looked back to see him kick the black horse into a gallop. Garaldath watched him ride away east. This meeting took place a mile or so outside of Kaldarek.

Wolfram's cry was due to his briefly regaining control over his own mind and screaming out what he believed must have happened to him — that he had been magically *cursed*. The possession momentarily relaxed its grip on Wolfram's mind, allowing him a few seconds to understand his plight and react with his anguished cry before it reasserted its malign control once more. Of course, what the PCs are told is ambiguous, as it is meant to be.

If the PCs converse with Rodallan further, he explains that he is responsible for law and order in Kaldarek and must report what has happened to the local baron (you may alter this detail to suit your campaign if you wish), hence his earlier interrogation of Garaldath. Rodallan has not yet decided what to do about the situation. It is clear that the assailant must be powerful and in possession of magic, and the village has only a few men-at-arms. They can hardly pursue him. Rodallan has thought of sending messengers to local farms to give warning; Garaldath himself was eager to get home quickly, for Larred's Farm lies to the east, and he left within an hour of the attack.

Rodallan says that now that the PCs are chasing this dangerous man, things look better, don't they? No need to send out poorly equipped men-at-arms. Rodallan will not accompany the PCs, since he has a village full of terrified people — not to mention four dead bodies — to deal with. The PCs may readily get information about the farms lying east of Kaldarek, and the location

of the woods, but no further inquiries will bear fruit here.

Rodallan: AC 5; F4; hp 21; MV 120'(40'); #AT 1 at +2; Dmg by weapon type; Save F4; D 16, W 13; ML 9; AL L; leather armor, *long sword +1* (in smithy), long bow (in his home).

5. Moynaran's Farm. This farm differs from the others. The surrounding area is slightly hilly, and the farmhouse lies in a small vale, with sheep grazing the rich meadows. The farmhouse is small — or rather, was small. Wolfram has been here and *fire balled* the place. Since the farmhouse was made of wood and some stone, most of it has burned down, but a few smoking frames remain above the charred stonework. There are no survivors. Three burned bodies lie within the house, and three more bearing sword wounds are scattered outside. One of these lies almost half a mile away from the farmhouse; Wolfram rode down and killed this farmhand as he tried to escape. The PCs should find this body as they travel to the farm. Horses cannot be watered here as the intense heat of the *fire ball* melted the pump used to raise water from a deep well.

The PCs may get stuck at this point. There are no witnesses and no one to tell them where to head. They may gallop straight off southeast to Larred's Farm (area 7), wasting a good bit of time. Other than magical inquiry, all the party can do is ride carefully around the farm looking for any hint of a trail (or use a spell such as *fly* for this purpose). If they search diligently, make matters easy for them. Just east of the farmhouse and not very far from it, they see a trail of silver coins which have spilled out along a path heading just east of northeast, obviously toward the Dapleth Woods. Wolfram's saddlebag tore and spilled out this trail of 50 sp as he rode along. The trail extends for about 500 yards.

After 20 minutes at the farm, tell the PCs that they can see a thin plume of white smoke rising in the south (from area 6). Give them every chance to look for and find the trail of coins first. If they do find this trail, they should not head off south — they have a perfectly good trail to follow, after all. (Suspicious PCs may suspect that the trail is a decoy, of course.) If they haven't thought of looking for a trail, this enforced detour to the south will get them back on the right path eventually. If the PCs have found the trail but ask for details of the smoke, you can say that it is much less than that they have seen from burning buildings, but do not mention this detail unless they are smart enough to ask.

6. The Dwarves. Visiting this encounter counts as a detour.

Smoke rises from a group of three wagons on the road heading southeast from Kaldarek. Until the PCs approach within 120', the smoke obscures the wagons, making it appear that it is the vehicles themselves that are on fire. The wagons contain the trade goods (tools) of six dwarves who have had an accident along the way. A wheel fell off one wagon and the metal rim split. The dwarves stopped and got out some tools to repair the damage, building a small but smoky fire to assist their work.

The dwarves greet the PCs with complaints about the heat, requests for assistance, inquiries as to whether the PCs want to buy some first-rate shovels, and the like. They will not be offended if the PCs get to important business (the Slayer) at once, especially if offered a few gold pieces (add +2 to reaction rolls if 10 gp or more is offered for any help or information).

The dwarves haven't seen anything of the Slayer, but if the name is mentioned to the gray-haired veteran named Slate Hillsider, he is sure he's heard it before. If the PCs haven't paid any gold yet, he pauses meaningfully, as if trying to recall the name. If the PCs don't take the hint, he may carefully mention the wonderful effect the sight of glinting gold has on the memory of a dwarf. At last he points northeast toward the Dapleth Woods. Slate says that the "fairies" there know of this person, although he recalls no details. Surely the man must be headed there? ("Fairies" is Slate's derogatory term for elves; he will clarify this if the PCs ask. If the adventuring party includes an elf, he points his thumb at the elven PC when using this term).

This information alone is not a strong indication for galloping off to the woods, but if the PCs have made a map of Wolfram's progress so far, it's a plausible enough possibility that he's headed that way, for his trail leads generally northeast. If the party is undecided, you may decide to have the old dwarf remember something else (of course, more gold is needed for this). He recalls that one of the "fairies" once told a friend of his that a human known as the Slayer attended their councils at infrequent intervals. Slate's impression was that his informant thought this man was a friend of the elves despite his sinister name.

If this still doesn't get the PCs riding off to the woods, you may have to suggest that the trail has grown cold and they must either try Larred's Farm or go back to Moynaran's Farm and look hard for a trail (a return trip there counts as another detour).

Dwarven merchants: AC 4; D1; HD 1; hp 6 each; MV 60'(20'); #AT 1; Dmg by weapon type; Save D1; ML 8; AL N; dwarven chain mail, small shields, hand axes.

7. Larred's Farm. Visiting this location counts as a detour, unless the PCs spend less than 20 minutes here.

This is a large farm, with two farmhouses and several cottages and barns clustered together, surrounded by meadows, fields, and livestock pens. Sheep and a few goats marked with a triangular blue brand graze happily. There has been no damage here, but there are no people in sight. All inhabitants have retreated into the main farmhouse, the walls and thatched roof of which have been hastily soaked with water from a nearby pond. The PCs won't notice this, however, until they get within fifty yards.

The occupants are Larred, his son Garaldath and wife Birrana, and their 16 male and female farmhands (all 19 are treated as Normal Men). The males all have crossbows which they hold behind windows; their cover makes them effectively AC 2 if any missile combat ensues. Garaldath has brought news of the Slayer's doings from Kaldarek, and the farm folk have retreated into the main farmhouse for safety. The 10 male defenders stay put with crossbow bolts nocked, and the PCs will need to persuade them that they are friendly and wish to help. Shouted negotiations will be necessary!

If the PCs didn't hear Garaldath's story in Kaldarek, he can give them the details here (see area 4). Also, one of the farmhands, while tracking a lost goat, saw the red-cloaked rider galloping along some miles away, quite clearly heading toward the Dapleth Woods. However, Larred still ordered his people inside the protection of the farmhouse,

just in case the red-cloaked rider doubled back. The folk here can tell the PCs that there are elves in the woods, if the PCs don't already know this.

Lastly, the PCs should water their horses here. Mention that their mounts are getting tired and, when given the chance, drink large quantities of water, taking 10 minutes to do so.

8. The Dapleth Woods. As they head for the woods, the PCs should know only that Wolfram was headed this way, and that there are elves in the woods. The adventurers may feel it is hopeless to try to pick up the Slayer's trail. If so, you might suggest that surely an elf or two may have seen something.

As the PCs enter the woods it is evening — not yet dark, but the sun is not far from the horizon. There is certainly time to make some headway into the woods to look for a friendly elf or two. Make it plain that the PCs cannot continue on through the night; the horses need rest badly, and the PCs themselves will be tired after a long day's busy pursuit in the fatiguing summer heat. If the PCs persist in trying to march on through the night, the next encounter should drain their magical resources enough to make them think better of this, and the elven offer of hospitality they will get should be irresistible.

The woods are light but seem cheerless; *no* birdsong filters down through the trees. The horses head into the woods with some nervousness, and elven PCs feel that some force of evil has affected the woods, but cannot say what. If the PCs intend to camp outside the woods, again note that their horses need to find water soon. Using a *speak with animal* spell to converse with some small denizen of the woods reveals that there is a very refreshing spring inside the woods, and directions can be given.

The PCs find this spring (not marked on the map) just before it grows dark, and they will have to make camp for the night. They are now in much thicker woodland, almost forest. Allow the PCs time to tether their horses before the following encounter, which occurs just as the party is preparing to retire. It is a dangerous one, so don't spring it on them while they are taking their armor off, etc. They must be fairly close to full strength to deal with this attack.

The sound of something huge comes crashing through the darkening forest. Allow the PCs one round to make preparations (spell-casting, grabbing weapons and shields, etc.) before they are attacked from all sides by two animated trees and four animated bushes.

On the round after this vegetation attacks, a bizarre creature comes crashing into the fray. It appears to be an 18'-tall treant with black bark and armed with a giant club. This creature, a gakarak, is a hostile, treantlike being which fights all intruders.

A successful hit from the gakarak's club entangles the PC in writhing vegetation (so that the PC is helpless) for six turns unless a successful Saving Throw vs. Spells is made. The gakarak can also fire four wood darts from its hands each round (ranges 50/100/150) rather than using its club. It may fire darts at several spell-casters if more than one PC is trying to cast a spell at it in the same round.

The gakarak uses its *teleport* ability only to escape the battle if reduced to 8 hp or less. If the gakarak escapes in this way, the bushes and trees it is animating immediately cease their attacks.

Animated trees (2): AC 2; HD 8; hp 38 each; MV 60'(20'); #AT 2 branches; Dmg 2-24/2-24; Save F4; ML 12; AL N; CC/66.

Animated bushes (4): AC 5; HD 4; hp 18 each; MV 60'(20'); #AT 1 branch; Dmg 1-8; Save F2; ML 12; AL N; CC/66.

Gakarak: AC 0; HD 16; hp 68; MV 180'(60'); #AT 1 club or 4 darts; Dmg 4-24 or 1-8 (×4); Save F16; ML 10; AL N; CC/66.

The gakarak has several special defenses. It cannot be harmed by wooden weapons, is immune to electrical attacks, and blunt weapons do only 1 hp damage per hit (plus Strength and magical bonuses, if any). The creature regenerates 3 hp per round while in contact with vegetation (which here it obviously is).

None of these monsters has any treasure (there will be enough for the PCs at the end of their quest, if they reach and survive it!).

This fight may be a tough one for the PCs, especially if more than one of them is entangled by the club attacks of the gakarak. If the party seems to be in serious danger of being killed off, Kilorian the elf (see below) enters the fight at once, using his *magic missile* attacks to help the PCs avoid death. If the PCs are winning the fight, Kilorian enters it one round before the PCs gain their final triumph — give them every chance of glory, but bail them out if necessary!

As the fight comes to a conclusion, three *magic missiles* flare through the air to strike the gakarak. Kilorian the elf comes the party's side, with 24 elven archers two rounds behind.

Kilorian: AC −1; E6; hp 30; MV 120'(40'); #AT 1 at +1 (melee) or +3 (missiles); Dmg by weapon type; Save E6; ML 10; AL N; S 13, I 16, W 13, D 18, C 14, Ch 13; *chain mail +3, sword +1;* spells memorized: *magic missile* (×2), *read magic, ESP, invisibility, fly, haste.* In addition to his magical chain mail and sword, Kilorian has a *wand of magic missiles* with 10 charges, although he is reluctant to use any more of these.

Elven archers (24): AC 3; E1; hp 4 each; MV 120'(40'); #AT 1 (at +1 for missiles); Dmg by weapon type; Save E1; ML 9; AL N; S 15, D 15; chain mail, shield, short swords, long bows. Half of these elves know the *magic missile* spell, 10 know the spell *sleep,* and two have memorized *read magic* spells.

Because of Kilorian's help, the PCs should be well disposed toward the elf and his friends, who are equally pleased that the PCs have killed the evil gakarak that infested part of their woods. When the PCs ask about the Slayer, there will be much to talk about! Kilorian is astonished at the PCs' tale of Wolfram's murderous travels and offers them the hospitality of his group's tree houses, with rest and refreshment.

The Elves and the Slayer

Assuming that the PCs accept this generous offer, they can drink and eat well under the starlight in Kilorian's luxurious tree house, which can be reached in half an hour. Here, Kilorian tells them what he knows of the Slayer, having surreptitiously used his *ESP* spell to check on the truth of what they have told him.

Kilorian tells the party that "the Slayer" is the professional name used by Wolfram, a brave and good fighter. He is known as such because he is an implacable and utterly dedicated enemy of evil. He never takes any evil prisoners — hence, "the Slayer." The elves know of him because he helped them fight off a group of marauding orcs five years ago. Wolfram single-handedly slew a hill giant and, pausing for but one spell to be cast from his magical sword, he then took on a monstrous troll and dispatched that as well. The elves have good reason to be grateful to him, although they know little of his history. Wolfram is a secretive man, a natural loner, but he does come back once a year to visit those he fought beside, and while he hardly drinks and makes merry, he seems to relax a little with the elven folk. If the PCs think to ask, Kilorian tells them Wolfram was last here about a year ago.

After detailing the reports they've had of the appearance of the Slayer to Kilorian, the PCs find him very worried. Indeed, Wolfram has black hair, a beard, always wears a red cloak, and has an eye patch. Kilorian tells the PCs that Wolfram can see perfectly well through the covered eye, which is somehow enchanted although he knows no details. Kilorian can also explain about the Slayer's heat-regulating magical armor if the PCs think to ask about this.

But Kilorian is most concerned about the Slayer's reported use of a *wand of fire balls.* If the PCs haven't figured out yet that this is what Wolfram has been using, Kilorian realizes immediately the identity of the slender stick. The elf seizes on this fact and says that Wolfram, as a fighter, cannot use such an item, so clearly this fellow riding around must be an imposter. The PCs might put it to Kilorian that anyone in armor using such a wand must be an elf, but Kilorian points out (rather piqued) that elves do not have beards, and that Wolfram is the only person he ever knew who possessed plate mail that allowed the wearer to tolerate summer heat.

Kilorian insists the man must be someone else, possible even someone who has slain Wolfram and stolen his possessions. Kilorian stresses the need to take the marauder alive, to see if he is Wolfram. If he is not, the man can then be interrogated to learn of Wolfram's fate. Try to impress the PCs with the strength of Kilorian's belief; the imposter motif is one which will be exploited shortly, and the PCs must get the idea that Wolfram is a man the elves trust and can believe no evil of.

Kilorian tells the PCs to get some sleep (accommodations are readily available) while he tries to find out if any of the wood elves have seen this imposter. Waiting but one night to see if any of the wood elves have more information is a perfectly sensible option, and travel at night is very slow and dangerous anyway. The PCs may well need healing after their fight, but Kilorian says regretfully that he can do nothing for them (in fact, one of the elves keeps a supply of a dozen potions of *healing,* but this is the only magical healing the elves have and, being Neutral, they will not give it away or even sell it).

If you wish, Kilorian might even accompany the PCs to find the Slayer, but only if the PCs have been weakened by the fight with the gakarak (i.e., after healing they are still many hit points below maximum, or a PC has been killed). If you do not wish the elf to go with the PCs, Kilorian explains that he cannot leave his fellows since there have been many evil creatures in the woods of late — orcs and even a giant or two — and he is the only elf of high-enough level to deal with such threats. Even if he does accompany the PCs, he will not take his wand with him, leaving this with another elf for defense of the group.

In the morning, Kilorian excitedly reports that a red-cloaked rider was seen close to the eastern edge of the woods late last night by a wandering elf

of the group. This elf did not know Wolfram and hence made no approach. Kilorian suggests that the man must have made for the Plains of Despair, a wretched dust bowl and an evil place. The imposter must have business there! Lamaris, the elf who made the sighting, can guide the PCs to the spot where he saw the rider. Kilorian and the elves know little of the Plains, only that they are desolate and barren, and they believe the area to be *cursed* in some way. The elves are very superstitious about the Plains and will not willingly enter there, save under Kilorian's orders.

After a quick meal, more water for the horses, and time for more healing and memorizing spells, the PCs should head off at once. Lamaris is a light, willowy elf and can easily ride behind one of the PCs (the same applies to Kilorian if he is with the party). He asks to dismount close by the eastern edge of the woods where he saw the man (near area 9) and says the man was heading east from here. It is about a quarter mile to the edge of the woods and the Plains of Despair. Lamaris wishes the PCs well and sets off back into the woods.

The PC may head through the rapidly thinning trees to the edge of the Plains of Despair, a deathly silent area of cracked and dry ground coated with dust. This old battle site is desolate and despoiled. No plant life grows here save for a thin border of scraggly, stunted bushes and hardy grass close to the edge of the forest.

Allow the PCs a little time to look for any sign of the Slayer before they find unmistakable hoofprints headed east. As they are about to remount and follow the tracks, who should happen along on his black horse, about 200 yards to the north as he skirts the edge of the woods, but a dark-haired rider wearing a red cloak!

9. The End Is Nigh. The PCs should realize at once that the rider approaching might *not* be the Slayer. The murderer's trail heads east, but this rider is traveling south, and he ambles along with no sign of attack. He also has no armor, wand, sword, or eye patch. Although this is not obvious at first, it is clear when he gets within 100 yards of the PCs.

If the adventurers attack the rider, he turns around and gallops off west for all he is worth, disappearing into the woods before the PCs can get to him. He is out of bow range, so only a long-distance spell attack (such as a *fire ball)* can be used against him when he is first seen. In this event, the rider assumes (not unreasonably) that he is being attacked by homicidal maniacs and fights to the death. If the PCs kill him and think they have dealt with the Slayer, they will have many more problems facing them in the near future (see area 10 and "Concluding the Adventure"). If the party chases the rider into the woods after a first attack which leaves his horse alive, they eventually catch up with him, although this counts as another detour.

If the PCs choose not to attack him, Steinmeyer the cleric rides up and greets them. He does have black hair and a red cloak, but (as already noted) no eye patch, armor, sword, or wand! He is an itinerant cleric who greets the PCs with the amazing line, as he gazes out over the Plains, "Wonderful day to think of all the deaths here, isn't it?" Steinmeyer is an unusual man, to say the least.

Steinmeyer: AC −3; C10; hp 48; MV 120'(40'), 240'(80') on horseback; #AT 1; Dmg by weapon type; Save C10; S 12, I 12, W 18, D 16, C 13, Ch 13; ML 10; AL N; *bracers of defense AC 2, ring of protection +3, mace +3.* Steinmeyer has 1,200 gp worth of treasure (gems and jewelry), but no experience-point award is given for killing him since he is not hostile. No experience points should be given for obtaining his treasure, either. His magical bracers are enchanted bracelets of copper which confer a basic AC equal to that of plate mail (AC 2).

Steinmeyer has the following spells memorized: *cure light wounds* (×4), *bless, resist fire* (×2), *speak with animal, remove curse, speak with the dead, striking, create water, cure serious wounds, cure critical wounds* (this spell cures 3-18 +3 hp damage).

Steinmeyer is 33 years old, of medium build with short black hair and brown eyes. His faith is simple: Life is a vale of tears, the world is an unhappy and terrible place filled with sin and misery, and death is a merciful release from the toils and travails of existence. However, every creature's passing from the world has its appointed time and place, so taking a shortcut by ending one's own miserable existence is not approved of. Places where many have died (like the Plains of Despair) attract Steinmeyer, for he truly believes that many souls were released from the miserable bondage of worldly life there.

War horse: AC 7; HD 3; hp 20; MV 120'(40'); #AT 2 hooves; Dmg 1-6/1-6; Save F2; ML 9; AL N; ER/51. If the PCs kill Steinmeyer's horse, they have made a serious enemy.

Run this encounter for fun. Steinmeyer would appreciate a chance to impress his beliefs on the PCs, but he also has a serious purpose in this adventure. While he knows nothing of the Slayer (but likes the name!) and won't accompany the PCs, he will sell them healing spells if they need them. The PCs should be at full strength for the forthcoming combat; being even a few hit points down could be dangerous for them. Steinmeyer charges 50 gp for a *cure light wounds* spell, 100 gp for a *cure serious wounds* spell and 150 gp for a *cure critical wounds* spell.

If the PCs talk to Steinmeyer about Wolfram, the cleric appears intrigued by the fact that a fighter is using a *wand of fire balls* and offers one possible explanation. He suggests that the item must be *cursed* (PCs may recall Wolfram's cry

here) or infested by some malevolent undead spirit which is using the item and controlling Wolfram. Steinmeyer offers no detailed theories, saying that he strongly prefers to avoid undead himself and doesn't know too much about them.

Steinmeyer also knows some things about the Plains of Despair that he can tell the PCs if asked. Many years ago, this was the site of a great battle between an evil cleric and his minions on one side, and human warriors led by a powerful and good magic-user on the other. The battle was fierce and unyielding, and thousands were slain. The once-fertile plain is now blasted and barren, believed by many to be *cursed*.

Steinmeyer has heard from several sources that a great barrow mound lies on the Plains, allegedly infested with some awful undead presence. Adventurers have tried before to loot it, but none have come back. "Dead, all of them," the cleric continues laconically. "You heading that way? Ah, well. For you, at least, the end is nigh," he intones, rubbing his hands with an expression of pleasure. He explains that he is pleased for the PCs, as they will soon be liberated from the oppressive weight of their existences. With this bleak proclamation, he rides off south to spread his depressing creed to any who will listen.

The PCs now have a fair idea of where to go. As they follow the trail east onto the Plains, their horses become skittish and restless. After a mile, they cannot be urged on any farther. The PCs are forced to continue on foot. Half a mile later they find a dead black horse with two saddlebags containing 700 gp, 2,200 sp, and mundane supplies (ropes, a hammer and tools, a blanket, waterskins, and the like). The horse has no wounds, but a lather of sweat still coats its body. If a PC asks for more information about the horse, tell him that it looks as if the poor creature was ridden until it dropped from exhaustion. If Kilorian is with the PCs, he insists that Wolfram would never treat an animal in this way. Something must be affecting his mind or the man is an imposter.

From the site of the dead horse, the PCs can make out a large barrow mound (area 10) in the distance, some two miles from where they now stand. Above them the sky is darkening with a sudden storm, and a tremendous crack of thunder splits the silence, impossibly loud in their ears. As the PCs get within half a mile of the barrow, a downpour of rain and gusts of wind hit them. The driving rain and preternatural darkness reduce visibility to 50'.

The darkness and the unnatural storm are magical effects triggered by the proximity of the undead possession to magical banes buried deep below the mound. What happens when the PCs get close to the mound will depend on their timing and how many detours they have made.

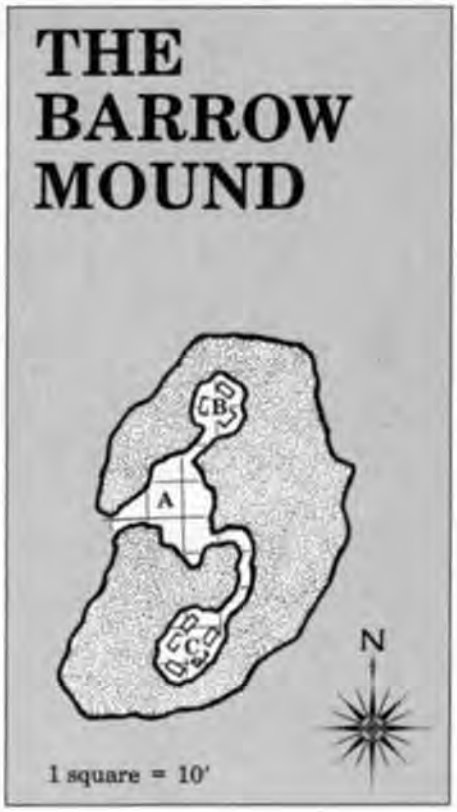
10. The Barrow Mound. A long, grass-covered hill rises 20' above the plain. It is the tallest object for miles and the only possible place that the Slayer could be heading for. The long, roughly oval mound is about 100' long and 65' wide. The only entrance is a 5'-diameter tunnel in the mound's east face. Inside, the ceiling height in the burial tombs is 8-9'.

The Combat

This section looks very detailed, but you have only to organize the combat as shown in one of the four following paragraphs, depending on how quickly the PCs have followed Wolfram's trail.

No detours. If the PCs have made no detours (clever and fortunate!), Wolfram and the sacrol (detailed later) are outside the barrow mound and attack the PCs. The grey philosopher within the barrow has not yet been disturbed, and he and his malices (see details below) can be fought separately when the PCs enter the barrow after dealing with Wolfram and the sacrol. Wolfram will use only two of the three remaining charges in his wand and will not use it if a PC closes to melee. The possession bides its time, animating Wolfram's sword and attacking the PCs after Wolfram has been overcome.

One detour. If the PCs have made only one detour, the sacrol stands outside the barrow and attacks there. Wolfram is inside the barrow with the grey philosopher and the malices. The warrior is about to take hold of the *Staff of Shrivening* (details at barrow encounter area A) to conjure and animate undead creatures. Wolfram fights with his sword while the malices attack; the possession fires off one charge from the *wand of fire balls* at the PCs as they enter the barrow (if the PCs lose initiative), then animates Wolfram's sword and attacks after Wolfram has been overcome.



Two detours. If the PCs have made two detours, things are worse. Ringing the barrow are 20 skeletons which must be fought along with the sacrol. Inside the barrow, the grey philosopher is fully awake and able to send four of the malices outside to attack the PCs (these cannot travel more than 100' from the grey philosopher). Inside the barrow, Wolfram has abandoned the *wand of fire balls* and wields the *Staff of Shrivening* as well as his sword (using both weapons in melee). The possession inhabits the wand and attacks the PCs. If Wolfram is overcome, it animates the *Staff of Shrivening* to attack the PCs.

Three or more detours. If the PCs have made three or more detours, the combat is the same as for two detours except that the number of skeletons outside the barrow is doubled. Twenty of these are present at first, and as the PCs close to melee, another ring of 20 rises from the ground to attack.

Dealing with Wolfram

The PCs should by now have realized that Wolfram must be insane, *cursed*, magically controlled, or have suffered

an alignment change. Thus, they may wonder how to overcome the fighter rather than kill him. If the PCs express this intention, there are several possibilities. Be helpful if the players ask you about the feasibility of any course of action.

One obvious possibility is the use of magic, most obviously the *hold person* spell or a spell such as *web*. Wolfram can be affected normally by these, but his saving throw isn't bad and this strategy may fail. Unarmed combat, if you have the D&D Companion Set with the full rules, is another possibility for the PCs, who may try to grapple and overwhelm Wolfram. He, of course, will attack with a weapon in reply to such attempts to overcome him.

You should also allow PCs the option of subduing Wolfram with blunt weapons or the flats of their swords. Roll all hit rolls and damage normally; when Wolfram's hit points fall to zero or below, he falls unconscious. (All such damage must be done in this way; the PCs can't decide halfway through to kill him. If they do, discount all previous damage from "flat blade" blows and run a normal fight to the death!) Likewise, the party cannot decide to start subduing him in the middle of a combat.

A *dispel magic* spell will not affect the possession that controls Wolfram, but a *dispel evil* spell (against which it makes a Saving Throw vs. Spells) forces it to leave the item which it currently occupies, thus freeing Wolfram, although the horrid thing will infest some other object after five rounds and attack as best it can. If the possession fails its Saving Throw vs. Spells, it is destroyed.

If Wolfram is incapacitated (in which case the possession drops its control and animates an object to attack) or the control over him is otherwise broken, he falls into a state of catatonic shock and is out of the action for the rest of the combat.

The Undead Creatures

Skeletons: AC 7; HD 1; hp 5 each; MV 60'(20'); #AT 1; Dmg by weapon type; Save F1; ML 12; AL C; swords; BD/37. These animated skeletons can be Turned normally but are immune to *sleep* and *charm* spells.

Sacrol: AC 5, HD 8; hp 47; MV 180'(60'); #AT 2 (1 touch/1 choke); Dmg level drain/2-8; Save F8; ML 12; AL C; CC/87. The sacrol is an undead creature formed of the angry spirits of those who died here. It appears as a large floating human skull surrounded by a many-hued mist which billows out over several yards. Two tentacular extensions of the mist body drain one level of experience each per hit, then choke the victim for 2-8 hp damage in every succeeding round. These extensions always strike two different opponents. A sacrol may be Turned as if it were a spectre, but so close to this barrow a successful Turning attempt only makes the sacrol hesitate for 1-4 rounds before attacking again. The sacrol will pursue the PCs anywhere on the Plains within one mile of the barrow mound.

Grey philosopher: AC 4; HD 9; hp 40; MV nil; #AT nil; Dmg nil; Save C9; ML 12; AL C; CC/85. The grey philosopher dwells within area A of the barrow mound but may project its malices (flitting, almost-invisible figures which are the projections of its evil and brooding thoughts) up to 100' away. The philosopher, the undead relic of a Chaotic cleric who died in the ancient battle here, is a gray, insubstantial figure that sits atop a stone throne in the barrow. It does not attack, nor does it defend itself. When it is destroyed, its previously cowled and invisible face peers out with an expression of evil enlightenment, and the figure disappears with a bloodcurdling scream. The grey philosopher cannot be Turned, but its malices can be Turned as spectres (a successful Turning attempt affects 2-12 of them). These hateful little entities look like small wisps of smoke with vaguely human faces and spindly clawed hands.

Malices (15): AC 1; HD 1; hp 5 each; MV 150'(50'); #AT 1 touch; Dmg 1-6, 1-8, or 1-10 (see below); Save C6; ML 12; AL C; CC/85. The touch of a malice causes 1-6 hp damage to Chaotic creatures, 1-8 hp damage to Neutrals, and 1-10 hp damage to Lawfuls.

Possession: AC variable; HD 7; hp 30; MV 30'(10'); #AT special; Dmg variable; Save C9; ML 12; AL C; Ego 21; CC/87. The possession is not a visible creature (although a *detect evil* spell will reveal its presence as a glowing, amorphous shape, and a *detect invisible* spell may also reveal it. It is a spirit which inhabits objects and which can attack only through them. Thus, it can

fire the *wand of fire balls* which Wolfram carries and can animate objects, causing them to fly through the air in order to attack as a 7-HD monster.

A possession can be attacked and damaged, its armor class depending on the object it occupies. In this combat, it is AC 2 within either Wolfram's sword or the *Staff of Shrivening* (detailed later). The possession can be Turned (as a vampire, causing it to be driven from the weapon it occupies in the form of a gray, shadowy cloud shaped like the object it has just left. The cleric must specifically direct his Turning attempt at the object occupied or at the cloud form. In cloud form the possession cannot attack, but neither can it be attacked (save by *dispel evil* spells), and it must find a new object to occupy. You may wish to have it flee to one of the PC's weapons and snatch it from the adventurer's hand to attack (but only do this if the combat is going fairly well for the PCs). Finally, if a second attempt to Turn the possession is successful while it is in cloud form, it is at once destroyed.

All in all, this is a complex and very tough combat indeed. You should try a simulation of it before using it in game play. The undead creatures will fight to the end, although only the sacrol will pursue the PCs if they flee.

Barrow Encounter Areas

A. Main Chamber. The grey philosopher (see "The Undead Creatures") sits on its cold throne here if it has not yet been disturbed. There is one object in this chamber that is important. This is the magical *Staff of Shrivening*, which may be used by Wolfram in melee or be animated by the possession and fly to the attack. This is a highly evil *staff +2* which strikes victims for 2-12 +2 hp damage (2-12 +4 hp damage against a Lawful opponent). On any hit, the victim must Save vs. Spells or be affected by one of the following effects (roll 1d6): paralysis for one turn (1-3), mummy rot (4-5), energy drain (6). If a natural 20 is rolled, the victim is drained of two experience levels (as if hit by a spectre).

The staff also has powers of summoning and controlling undead, but these are determined in part by how, where, and by whom it is used. The PCs will not be able to use it (to do so is a highly evil act). If the staff is controlled by the possession, it takes the possession's number of hit points to destroy it (37, in this case).

B. Chamber of Tombs. Three wooden tombs, broken open and unoccupied, take up almost all the space in this small side chamber. The first tomb contains five gems scattered in the dust, worth a total of 2,700 gp. The second tomb holds a silvered *dagger +2*, and the third contains a gold-banded and gem-set ivory horn worth 3,000 gp.

C. More Tombs. There are only shallow, empty tombs here, but 2' below the soil, at the point marked with an X on the barrow map, is a buried chest of iron-banded hardwood which contains wealth and magic looted by some of those who fought and died on the Plains so long ago. The chest is locked but not trapped and contains the following treasures: three bags holding 800 pp, 1,700 gp, and 4,000 ep; a pair of gold bracelets worth 1,000 gp apiece; a heavy silver neckchain set with jaspers, tourmalines, and a dazzling ruby worth 12,500 gp; a *short sword +2* which can *detect invisible* objects three times per day on command; a carefully wrapped *wand of polymorphing* with 16 charges; a heavy ceremonial *mace +2*, and a small casket containing three magical rings, all of plain gold. One of these is a *ring of protection +1, 5' radius*, the second is a *ring of regeneration*, and the third is a ring which magically raises the Wisdom of any character wearing it to 16 so long as it is worn on the hand. (PCs with a Wisdom score of 16 or better gain no benefit from wearing this ring.)

Concluding the Adventure

The PCs may be forced to flee this final combat at some stage. If they do, only the sacrol will pursue them. If one of the adventurers looks back as they run, he sees a massive phalanx of skeletons rising from the ground around the barrow. There can be no return against such a force. The depredations of this skeletal army will be highly unpleasant for the surrounding country but not a total disaster. If you wish, you can inform the PCs some weeks later that the undead army has been finally overcome by a large force of men-at-arms commanded by some other brave heroes. If the PCs return to fight, the DM should create the statistics of the undead army as he sees fit.

The PCs may triumph against the undead but kill Wolfram, being either unable or unwilling to subdue him (or not having thought of this). If Wolfram dies, there will be no additional experience-point award.

If the PCs defeat the undead and overcome Wolfram without killing him, they have indeed succeeded well. You should award a bonus of 1,000 xp per PC for this action (see statistics on Wolfram at the end of this module). Wolfram will have no memory of his actions while under the control of the possession. He is absolutely horrified to hear what he has done and insists on making amends. Sensible PCs will point out that he can hardly ride back and try this, since everyone in the area will try to kill him on sight. Wolfram will then make his way back to the elves in the Dapleth Woods for their advice.

One special note about experience-point awards: If Lawful PCs in the party decide with no prompting to donate money to the farmers and others who have lost relatives and property, award an additional 100 xp to each character who does this. Give the full experience-point award for treasure gained with no reduction for any given away in this manner. But don't suggest such generosity to the players. The extra experience-point award is only given for good role-playing of Lawful characters.

There are plenty of possibilities for spin-off adventures should you wish to develop any of these. Wolfram is a man with powerful contacts who can introduce the PCs to important NPCs in your campaign world. Such NPCs could commission the party for all kinds of tasks and quests. Wolfram himself might pledge his service to a Lawful PC fighter for a fixed period (run him as an NPC), but given his grim and uncompromising personality, this might create some problems. He might also want to atone for the murders he has committed, begging a Lawful PC cleric to prescribe a suitable penance for him. Wolfram then pleads with the cleric to take him to a major temple of the cleric's deity so that he can make atonement and pledge service to the most powerful cleric there (setting up a minor adventure for the PC cleric along the way, if you wish).

(continued on page 64)

THE DRAGON'S GIFT

BY THOMAS M. KANE

A dragon's gift is valuable — but never free.

Artwork by Stanley Fukuoka

Author Thomas Kane sent us the following message: "Don't ask about last summer's GEN CON®/ORIGINS™ Game Fair. The car's radiator was in little pieces, nobody could give me a ride, and I ended up at the dentist instead. Teeth were on my mind anyway, ever since the four dog-sized foxes began stalking me whenever I went outside — circling behind, blocking trails home, watching. So far, I have not been eaten."

"The Dragon's Gift" is an AD&D® *Oriental Adventures* module for 2-8 characters of levels 2-7 and any class or race. The adventure begins when the PCs are relaxing from their journeys by a riverside in Treetop Light, a colony in the jungle. In the Kara-Tur campaign world, Treetop Light is in the southern part of the Shou Lung empire.

For the Player Characters

Read or paraphrase the following to the players:

Droplets spray through the sunlight as a carp, splashing in the river below, draws your attention from fishing's reverie. You watch as the fish deliberately swims into your net. When you lean over the bank to look at the fish more closely, you see that it carries a scroll in its mouth, a silk letter sealed in red wax — surely a message from the spirits. You hastily pull up your net and pry the scroll from cold fish lips, then throw your catch back. It would be blasphemous to eat the little messenger.

The note is cryptic, but it clearly offers you treasure:

"Rejoicings, Mortals:
In my newfound exaltation, I, Sha Po-Ame, Lord-Of-Waters-Wearing-Away-Stone, see fit to pardon your people and deliver freely unto you the treasure that your lord, Wang Go, demanded in his pride. I will overlook his servants' previous trespasses and not punish you for their crimes, although they had the audacity to sneak through my throne room, entering it as if it were no more than a river. As a Dragon Of Spirits, I know why your people prize my bones: curative as man-root and magical as moonlight! Behold, the bones of dragon-kind are as the skin of a serpent; I have sloughed off this resplendent

ivory as if it were chaff. Journey upriver to my Waterfall Throne, and there I shall bestow my bones upon you."

Dragons, being scaled beasts, shed their skins as serpents do. But as a dragon's skin peels off, some of its bones also fall away. Both humans and dragons treasure these shed bones as magical charms.

For the Dungeon Master

The PCs can learn enough about local history to interpret the message by visiting the town's inn and talking to people (see "The Town of Treetop Light"). Wang Go is the governor of this jungle village who recently sent his best warriors on a quest for the bones of a dragon rumored to live far to the north in a deep river canyon. Apparently, this mission angered some spirit; several days after the samurai left, a flood swept the river, doing little damage but expressing the wrath of nature. The warriors have not returned. If the PCs bring back a dragon's bones now, they would gain riches as well as the honor of triumph where Wang Go's strongest retainers failed.

Unknown to anyone as yet, Wang Go's samurai inadvertently created a new ruler in the Celestial Bureaucracy. They walked through a forbidden part of the river, the Waterfall Throne, sending Hzu Tzu, the spirit of the local jungle's rivers, into a frenzy. He raged over his river's banks, drowned the intruders, then prepared to engulf Treetop Light. Fortunately, Hzu's concubines calmed him by persuading the spirit to be content with a small flood followed by a long, pleasant vacation from ruling the river. For the time he is away, Hzu has promoted his assistant, Sha Po-Ame (a shen lung dragon), to take his place.

This post is a great and unexpected honor for the dragon. Sha Po-Ame wrote the message offering his bones in a fit of gratitude, as he would never have been elevated to this lofty status without humanity's meddling. However, Sha is chaotic neutral and changes his mind quickly. Soon after sending the offer, the dragon lost his enthusiasm and began to feel ashamed of being grateful to mere mortals. Now, Sha has resolved to test the PCs' humility. Unless the PCs willingly cater to his wishes, he intends to send them away with nothing. See encounter area 7, the Waterfall Throne, for more details on Sha Po-Ame.

The Town of Treetop Light

In order to expand his realm, the emperor of Shou Lung populated Treetop Light by conscripting peasants from widely scattered parts of the empire. Since few of Treetop Light's citizens wanted to settle here at all, the only thriving business in town is a dismal tavern. There are few interesting encounters in town, but if the PCs gossip at the tavern, they can learn the story of Wang Go's expedition (though not its fate) and hear other rumors as well. Each PC receives one rumor, selected by rolling 1d12 and consulting the following section:

1-4: To win a dragon's favor, you must bring it gifts of opals and pearls. (True)
5-6: You must not dirty the pools above the Waterfall Throne, for they are sacred to the river spirit. (True, though the river water is quite dirty to begin with.)
7-9: The jungle canyon teems with spirits and their servants. (True)
10: If you cast iron into a dragon's pool, the dragon within will surface. (This is true. However, if PCs ask more questions, they learn that iron forces a dragon to seek fresh air or go blind. Naturally, when the dragon rises, it is furious.)
11: The spirit of the jungle rivers forbade mortals to look on his canyon, so only the blind may tread there. Indeed, several fishermen who angered him escaped sure death by gouging their own eyes out. (False. When Hzu is in one of his evil moods, he hates all mortals and does not care whether or not they can see. The fisherman story is false, based on an older legend.)
12: The spirit of the jungle rivers hates the Shou Lung emperor and will surely obliterate Treetop Light. (False)

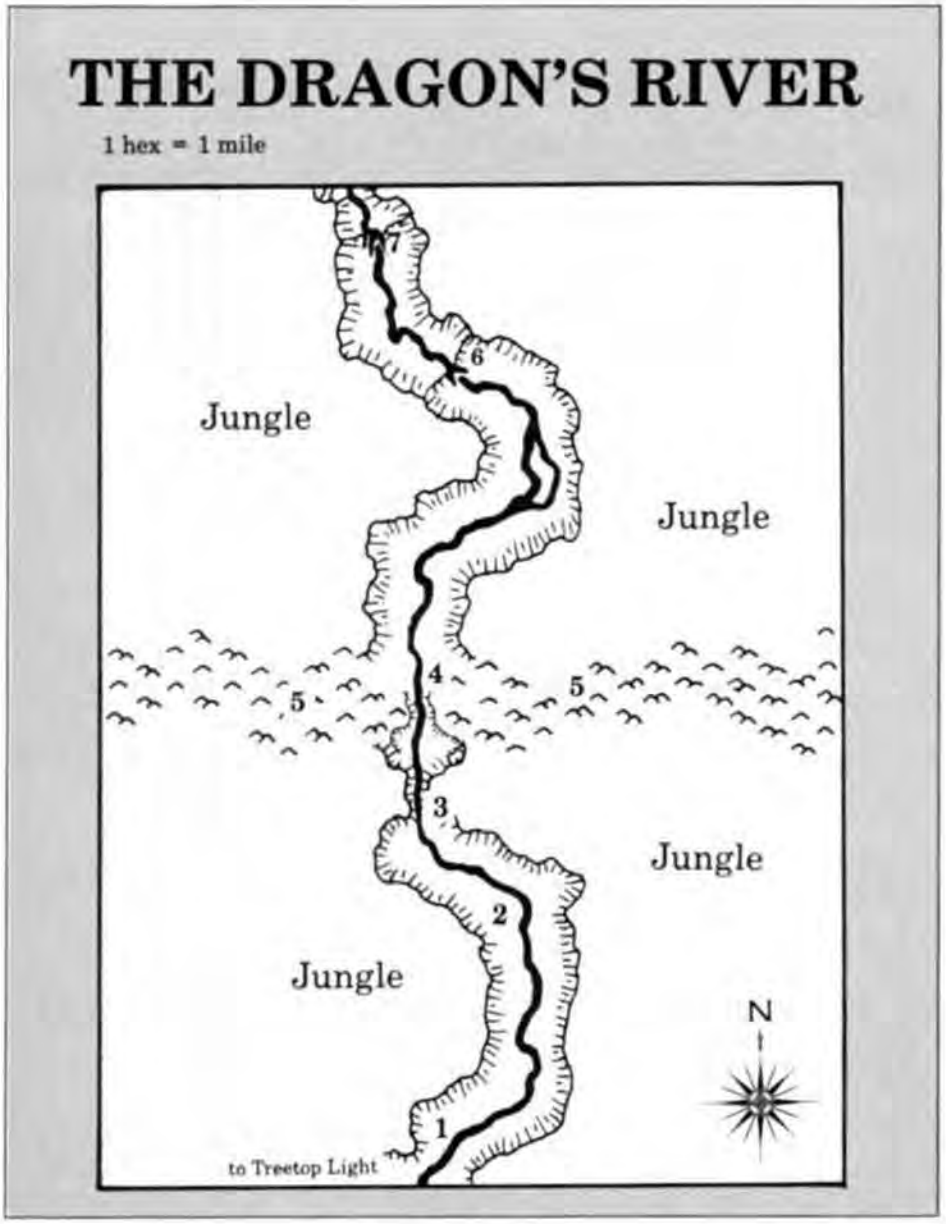
If the PCs tell Governor Wang about their message from the dragon, he eagerly sponsors a search for its bones. The governor gives the party 20 ch'ien for equipment and promises to buy any ivory they recover. He also offers a special reward of an exquisite tea set, worth 500 ch'ien, for completion of the mission. Wang Go wants to develop heroes in hopes that by creating stirring tales, he can attract people to settle in Treetop Light voluntarily; otherwise, his colony of captives seems doomed to wither. To propagate these legends, he pays minstrels to sing odes in praise of the PCs' quest. Such songs give each PC one point of honor, but if the party receives this publicity and fails to recover the dragon's bones, every party member loses five honor points.

Wang Go: AC 3; MV 6" in armor, or 12" without armor; Sam10; hp 70; #AT 2 with one weapon; Dmg by weapon type +7 (due to strength, specialization, magic, and special samurai ability) or +10 (with kiai or great kiai as well); SA kiai, great kiai, cause fear; SD immune to fear, surprised only on roll of 1 on 1d6; S 16, I 14, W 14, D 13, C 15, Ch 12; AL LN; Honor 70; o-yori (great armor), *katana +1;* proficiencies: katana specialist, daikyu specialist, horsemanship, calligraphy, bow, painting, etiquette, heraldry, landscape gardening, poetry, tea ceremony, reading/writing.

Many people consider Wang Go too worldly and pragmatic for a noble because he concerns himself with ruling unwilling subjects benevolently and keeping his town from disintegrating, thus neglecting his own honor. He is a little man with wide shoulders who prefers to wear cool yellow robes instead of armor. One hundred **bushi** serve Wang Go (AC 8; MV 12"; Bus1; hp 5 each; #AT 1 weapon; Dmg by weapon type; SA kiai (+2 levels), pick pockets; AL N; long swords, short bows, 25 arrows, leather armor).

The Search for the Bones

To find Sha Po-Ame and his bones, the PCs must set off to the north, in the direction taken by the samurai sent by Wang Go. The river from which the carp delivered its message to the PCs flows south through Treetop Light and is unimaginatively called "the river." Initially, the PCs will probably follow the river upstream, since this is obviously where the carp came from and was the route used by the samurai. This leads them into a canyon after 28 miles of jungle wilderness, then through most of the encounter areas, and eventually to Sha Po-Ame at the Waterfall Throne. The river on the map is 150' wide and cannot be forded north of area 1. The nameless canyon's walls are sheer precipices, 100-120' high on either side.



The normal hazards of the tropical wilderness are outlined in the *Wilderness Survival Guide*, with matters concerning the weather, the gathering of food and water, and the establishment of camps being left to the DM to arbitrate. Wilderness encounters can be determined for each day using the "Daily Events" section of *Oriental Adventures* (pages 112-114); either change encounters with humans to encounters with humanoid monsters (such as bakemono) or have no such encounters occur. Any ruins discovered here will be extremely old and weathered, and little is gained by exploring them. Also remember the rules for diseases in the *Dungeon Masters Guide* (pages 13-14). All water in the river and wilderness is contaminated (Hzu Tzu would say that his drink is too strong for mere mortals) except for certain small pools and ponds.

The PCs will meet hideous monsters on this route, because both good and foul creatures serve the Celestial Bureaucracy. When Hzu's good aspect prevails, he uses evil monsters for menial tasks and firmly restrains their wantonness. Now that the river spirit has turned nasty, he has freed these creatures, who are eager to kill and loot after years of being repressed.

The party might try to loop through the jungles, avoiding Hzu's guards. If they climb the ridge that crosses the map, they automatically meet a goblin spider (encounter 5) whether they go west or east of the canyon. PCs also have a 70% chance per day of getting lost in the jungle (see the *DMG*, page 49). Furthermore, if they approach the Waterfall Throne from any direction but the south, they are attacked by an ikiryo (see encounter 7).

Set Encounters

1. Canyon Mouth Guardian. The ground rises to form a great ravine here, and great boulders have wedged themselves between the trees as a result of old floods. As soon as the PCs enter this area, they hear loud breathing, like a snorting bull, and soon meet the spear-carrying go-zu oni who serves as a porter for the spirit Hzu Tzu (normal surprise rolls apply).

When the go-zu oni sees the PCs, he orders them to stop and gruffly explains that several messages have come concerning guests. First, he pulls a white wax tablet from his sleeve and reads aloud, "Foul mortal intruders have troubled me before and may again. Since I am now in my place of rest and harmony, I entrust the glory of their destruction to your invincible spear. Do not let me suspect that you have left your post. Despite the other guards in my Hall, you cannot be excused. Signed, the Resplendent Hzu Tzu, Lord-Of-Waters-Wearing-Away-Stone."

The oni grunts after this and surveys the party. If not then attacked, the oni next pulls out a red scroll and reads, "Several honored guests, all mortal travelers, shall arrive soon. Bring them with care to my Waterfall Throne. Signed, the Glorious Sha Po-Ame, Lord-Of-Waters-Wearing-Away-Stone."

The oni looks back and forth in indecision between the two messages. Then he grunts and explains, "You see, my lord Hzu Tzu has been most angry with intruders of late, and to avoid increasing his righteous wrath he has gone to rest, leaving an assistant in power over his domain. That regent is the most noble dragon, Sha Po-Ame. The Resplendent Hzu demands your death. The Glorious Sha apparently welcomes

you. I'll have to decide which honorable master to obey, I suppose. . . ."

The go-zu oni discusses his dilemma quite calmly with the party, trying to decide whether he should kill them or welcome them with honor. Let the PCs suggest their own reasons why they should be allowed to live. As examples, shukenja might preach the virtue of mercy, samurai can invoke their rank to demand an audience with the Lord-Of-Waters-Wearing-Away-Stone, and other characters may point out that the order to spare them is the more recent of the two. If the PCs say anything disrespectful about either Hzu or Sha, the oni bellows and attacks immediately.

If the PCs' justification of Sha's order sounds reasonable to the DM, the oni accepts it and decides to compromise. He does not kill the PCs, but instead of leaving his post to escort them, he returns to patrolling the ravine. The oni wants only to obey his masters — both of them. He answers any direct questions the PCs ask, but he does not volunteer any information. The party can learn many things from this creature, including the locations of Hzu and Sha (encounter areas 4 and 7, respectively).

Go-zu oni: AC 0; MV 9"; HD 12+8; hp 60; #AT 2 fists and 1 horn gore, or 2 with one weapon and 1 horn gore; Dmg 6-16/6-16/1-10 (with fists or weapons); SA *cause fear* and *fire shuriken* (at will), hill-giant strength; SD regenerate 3 hp per round, cast spells at will (*fly, invisibility, polymorph self), cloud trapeze* (twice per day), automatically *detect invisible;* AL LN; OA/126-127.

2. Central Gorge Guardians. Majestically tall trees top the canyon walls, resembling lines of stiff-backed soldiers guarding the parapets of a castle. Four ogres patrol this area, each wearing robes like those of a powerful sohei to announce his status as a holy warrior of a nature spirit. Now that Hzu is in an evil mood, the ogres are free to rob and so attack visitors at once. The jungle and noisy river give them a four-in-six chance to surprise the PCs. Their leader is Chang, who has 40 hp and carries two treasures: a two-handed sword of quality and a cash string of 100 yuan.

Ogres (4): AC 5; MV 9"; HD 4+1; hp 40, 30, 25, 20; #AT 1 weapon; Dmg 1-10; AL CE; huge swords; MM1/75.

3. Ledges. The canyon climbs northward and narrows here. Travelers must squeeze along the riverbanks, which have eroded to 3'-wide ledges. Below these ledges, the rapid river has dug itself into an even deeper channel, so any character who falls off a ledge tumbles 70' into deep water. Any character who falls from a ledge takes 3-18 hp damage from the fall and must make a swimming proficiency check or flounder in the river below. The victim's friends have 1-8 turns to rescue him before he drowns. See the *Dungeoneer's Survival Guide*, pages 12-14, or the *Wilderness Survival Guide*, pages 17 and 41-43, for information on swimming.

Once the PCs have advanced 1,000' along this path, they meet En-Lai, a hill giant, coming from the other direction, his great feet making the whole trail vibrate. The riverbank has room for people going one way only. Either the giant will have to turn around, or the party will. En-Lai refuses to go back and waves his huge walking stick, saying, "My, what rude guests! You're trespassing in my lord Hzu's palace, walking straight into his private chambers, and you expect *me* to back up? Never! I have been sent to bring my lord's dinner, and I will not delay, especially not for interlopers. Interlopers who have been condemned to die, if I may remind you. Interlopers who will be killed and eaten!" Then he guffaws loudly.

En-Lai is Hzu's personal servant and copies the mannerisms of a gentleman, but the giant is considered too foolish for most tasks. Hzu most recently ordered En-Lai to gather nightcrawlers, because the river spirit loves to eat these little treats. Instead of hunting worms, En-Lai has been loitering in this bottleneck, hoping to find someone to bully. The PCs may be able to trick him, since he is extremely slow-witted. If they claim to be serving Hzu or offer some other excuse, the giant may believe them. The PCs might even get En-Lai to answer questions if they claim to serve the river spirit. Because of his low wisdom, En-Lai saves against all will-force magic at −2.

Unless the PCs trick En-Lai, he insists that they back up. If the PCs do so, the giant traverses the ledge as slowly as he can, occasionally turning back to start over. Patient PCs can wait, and two hours later the giant tires of his game and continues on downstream past the PCs to look for nightcrawlers. Of course, the PCs could choose to attack. Whenever a combatant on these ledges takes damage, misses an attack roll, or loses consciousness, he must roll below his dexterity on 1d20 or fall 70' into the river. Treat En-Lai's dexterity as 17 for purposes of these checks; although he is not quick, his vast bulk and balancing skill make him hard to topple.

En-Lai (hill giant): AC 4; MV 12"; HD 8+2; hp 39; #AT 1 weapon; Dmg 2-16; SA nil (no rocks available); AL CE; 10' club (walking stick); MM1/45. En-Lai wears a headdress of silver rings worth 70 ch'ien; his only other clothing is a huge loincloth like a sumo wrestler's, almost hidden beneath his huge belly.

4. The River Garden. Water flows here in a dazzling liquid dance, rushing over boulders in miniature rapids, swirling over great flat rocks, and rolling down into a smaller canyon of tan stones. In the smaller canyon, four women sprinkle morsels of food to a beautiful giant black carp. The carp is Hzu Tzu, the vacationing river spirit, and the women are his nereid concubines. Unlike gajin nereids, these have dark hair, translucent Oriental features, and tiny feet.

When the PCs enter this area, the pool boils with Hzu's fury. He changes his shape to the form of a man and demands, "Explain yourselves, you who dare so much unbidden and without gifts!" Hzu's concubines tremble before his wrath.

PCs who want only to continue on their journey may offer any excuse they wish, possibly claiming to be lost or expressing an interest in worshiping the river. Hzu's concubines eagerly support any stories the PCs tell, hoping to prevent an outburst from their master. If the PCs constantly flatter Hzu, he listens to their excuses until they offer a sacrifice worth at least 100 ch'ien; then he allows them to leave in peace. If, however, they say that Sha Po-Ame invited them, Hzu attacks in fury. Even though this story is true, Hzu considers the idea of mortals receiving gifts from dragons to be utterly infuriating. He later files a complaint to the Celestial Emperor against Sha, claiming that the dragon abused his authority, but the document is lost by a bureaucrat before it reaches the gods; the matter is then forgotten by all.

Hzu certainly attacks if the PCs mention the ikiryo at area 7. The existence

of this avenger is a sign of Hzu's immoderate, dishonorable hatred, and the PCs knowledge of its existence "proves" that the PCs had the audacity to defy the boundaries of Hzu's domain. The river spirit stares at the party in cold fury for 1-10 rounds if the ikiryo is spoken of (giving PCs a chance to flee) before he attacks.

Hzu Tzu (greater nature spirit): AC 2; MV 12"; HD 8; hp 50; #AT 2 bites (as carp); Dmg 1-10/1-10; SA spells and spell-like powers; SD +4 or better weapon to hit, immune to magical water-based spells, spells and spell-like powers, 70% MR; AL NE (currently); OA/126. Hzu Tzu uses the following spells once per round: *become invisible, polymorph self, detect evil/good, detect magic, detect harmony, know history, aura.* He uses *shape change* five times per day, and *reward* and *ancient curse* once each per week. He can also cast all water-based wu jen spells (except *conjure (water) elemental)* once each per day. He has complete knowledge of everything happening along his river.

Hzu is constantly angry. Even during the spirit's good moods, he finds the regulations of the Celestial Bureaucracy frustrating, and mortal affairs always disgust him. He thinks of his river as a palace and has developed an almost paranoid dread that other beings treat it like mere wilderness. If any character confirms this suspicion, Hzu goes wild with indignation. He can sense any abuse of his river; if the PCs anger him, an ikiryo pursues them (see encounter area 7). The river spirit is pleased to have Sha Po-Ame to administer his duties, because the only things he enjoys are roaring through his "hallways" in the form of floods and eating worms while in fish shape. The bottom of his carp pool holds 62,300 yuan and a *folding boat* with the command word "kami."

Hzu will *shape change* to fight in the form of a **reptilian gargantua** (AC 2; MV 18"//12"; #AT 2 claws and 1 bite; Dmg 3-30/3-30/6-60; SA trample, tail sweep, nature-spirit abilities; SD regenerate 4 hp per round, nature-spirit abilities; OA/120). Once battle has actually begun, Hzu's concubines support their master.

Nereid concubines: AC 10; MV 12"; HD 4; hp 23, 20, 19, 17; #AT nil; Dmg nil; SA spit blinds victim for 2-12 rounds, control water to slow movement by one-quarter, increase chance of drowning by 10%, deafen victims within 6" for 3-12 turns, water shapes strike for 1-4 hp damage as 4-HD monster, drowning kiss; SD mesmerize men, turn to water if caught, 95% undetectable in water; AL CN; MM2/95.

5. Spider Hills. These hills are almost impassable; if the PCs try to cross here, they must climb steep slopes and force themselves between the trees and twining, black vegetation (at half normal movement rates). Still, these ridges break the canyon walls, thus providing a way for the party to avoid Hzu's river garden (area 4).

Goblin spiders hunt along these ridges; the PCs meet 1-2 of them every time they enter the hills. Each beast needs 3-18 turns to reach the party. As a spider approaches, it tries to confuse its prey by mimicking other travelers. The creature cries out in a voice of despair, saying things like, "We aren't even halfway there!" "Where are you? I'm lost!" and then, in a deep, authoritative voice, "From now on, you shall all live strictly on fifty-one grains of rice per day. I do firmly entreat you not to moan from the hunger, for it is improper. Eschew pressing your abdomen, for it is unhealthy. Eat no leaves, for they will not fill you." NPC henchmen and hirelings are dismayed at these sounds and must pass a morale check or flee.

For centuries, the goblin spiders have ambushed travelers who were fleeing from Hzu's sacred river and worshipers who were looking for it. If the PCs search for spider lairs, they find 1-10 hoards of sacrificial gold leaf looted from pilgrims. Each cache is worth 10 ch'ien.

Goblin spider: AC 4; MV 18"; HD 9; hp 50 each; #AT 2 clawed forelegs; Dmg 1-8/1-8; SA surprise on 1-4, grasp; SD +1 or better weapon to hit, 20% MR; AL NE; OA/121.

6. Brinksmanship. The PCs can hear the rumble of a larger waterfall in the distance as they gaze at this smaller drop. The spirits use this little cascade as a reception room before the great Waterfall Throne. Hzu has placed eight bakemono doormen here with orders to destroy intruders. They care nothing about Sha Po-Ame's invitation or any other reasons why the PCs have come. They plan to rob, if not slay, anyone they can catch in this "reception room."

The bakemono know that one can stand at the top of this waterfall without being washed over, since the water is shallow and slow there. When they stand on the brink of the cascade and fire arrows, it looks as if the water should sweep them away. The bakemono hope that their victims dare not walk out into the river to fight them hand-to-hand. If the PCs pursue the bakemono onto the edge of the waterfall, create suspense by asking each player to make a dexterity check, but do not have anyone actually fall. Any PC unfortunate enough to be pushed over the waterfall takes 2d6 hp damage and must check the swimming rules.

These bakemono also serve as scribes for both Hzu and Sha. They have a small workshop on the east bank of the river, with a flat stone for a table and wooden boxes holding wax, brushes, paper, and writing silk. The PCs could sell this equipment in a city for 20 ch'ien. There are no messages here now.

Bakemono (8): AC 6; MV 6"; HD 1 −1; hp 7 each; #AT 1 weapon (2 with bow); Dmg by weapon type; AL CE; dagger, short bow, 10 arrows apiece; OA/116.

7. Waterfall Throne. Towering waterfalls cascade into this pool, casting rainbows and white mist high into the air. Beneath the pool's surface, the image of a limp dragon shimmers. If the party approached through the canyon, from the reception room at area 6, they may safely proceed to the dragon. Characters who use other routes are not so lucky.

Hzu considers this waterfall to be the throne room of his palace, and expects honorable guests to approach through the "hallway" — i.e., the canyon and the "reception room" at area 6. Those who treat Hzu's castle is if it were nothing but wilderness are defying the river spirit's honor. This is the sin Wang Go's samurai committed.

At present Hzu is not here, but as he is a spirit, his aura fills the whole river, and he knows what the PCs do here. If they climb down the cliff walls or magically fly to the Throne, Hzu becomes so angry that his bitter thoughts summon an ikiryo. Each PC who violates the "palace" is attacked in turn, with the ikiryo alternating victims each day until all are dead. To dispel the ikiryo, the PCs must find Hzu (at area 4) and confront him with the avenger's existence, which of course angers Hzu all the more, moving him to attack in person.

Ikiryo: AC nil; MV nil; HD nil; hp nil; #AT 1; Dmg nil; SA drain one point from each ability score per day until one score reaches zero and the victim dies, psionics; SD visible only to *true sight*, can be killed only by *exorcism* or by confronting its creator; AL CE; OA/123.

Once the PCs arrive at the Waterfall Throne, they must find some way to get the dragon's attention. Sha Po-Ame rests on a mossy ledge 20' below the water's surface, lulled by the waterfall. His treasure is at the bottom of an underwater pit 100' deep.

Iron forces the dragon to surface to avoid going blind, so if the PCs raise Sha by throwing iron into his pool, he attacks furiously. The only offerings that interest him are opals and pearls, which he eats with gusto. He can also be raised with a *request* or *commune with lesser spirit* spell. Sha rouses himself if the PCs dive in the pool, but they also attract an ikiryo, as described previously. Fortunately, the dragon is amused by swimmers in his pool; he is chaotic neutral and enjoys the antics of mortals.

The dragon is not as generous as his message implies. He feels magnanimous toward the party, but he wants to toy with the PCs and force them to indulge his whims. Sha likes to be perverse, and he gets a special pleasure from changing his mind. Therefore, he asks the PCs meaningless questions such as, "But why would the fish care?" and "What do great ones value?" Monks and shukenja can gain 100 xp by engaging Sha in philosophical discourse, but this wisdom should not satisfy the other PCs.

Sha hopes to impose a truly onerous task on the PCs to test their devotion. "Go!" he commands. "Return to your homes and bring me five pearls, little humans." The dragon does *not* promise any reward for the gems — he merely gives orders. Sha's *ESP* power allows him to eavesdrop on what the party intends to do next. If the party balks at the task, Sha sinks back into his pool, gurgling with disgust. However, the dragon relents if the party is willing to make the journey back and forth through the jungle to bring him more gems. As such a noble group departs, Sha calls them back, saying "You are worthy!" Then he not only brings the party his bones, but also gives them a pearl of *protection from fire* and a tablet of *spirit summoning* with two charges. The bones are worth 500 ch'ien, although they weigh only 10 lbs.

If the PCs kill Sha and the creatures he summons, they must dive to reach his treasure. The hoard is at the bottom of a cave in the pool's floor, which is 100' deep. It includes the dragon's discarded bones, the tablet, the magical pearl, and 10 opals (snacks) worth 100 ch'ien each. Naturally, despoiling this treasury attracts Hzu's ikiryo at once.

Sha Po-Ame (huge adult shen lung dragon): AC 1; MV 12"/12"//9"; HD 11; hp 55; #AT 2 foreclaws, 1 bite, and 1 tail spike; Dmg 1-4/1-4/2-24/1-8; SA spells (see following); SD never sleeps, cannot be subdued, *ESP, invisibility*, immune to electricity and poison, save as 14-HD monster or 14th-level wu jen, *polymorph* to human form; AL CN; spells: *fear* (at will), *bless* and *curse* (once each per day), *control weather* and *ice storm* (3× each per day), *scaly command, water fire;* FF/27-29. Sha can summon one giant carp and five poisonous water snakes with his *scaly command* power. He breathes air and water equally well and communicates easily in several local human and monster tongues (DM's choice). Shen lung suffer double damage from fire-based attacks but cannot be approached by insects, arthropods, or arachnids.

Giant carp: AC 6; MV //18"; HD 8; hp 32; #AT 1 bite; Dmg 2-20; SA swallow dog-size opponent whole; AL N; OA/117.

Poisonous water snakes (5): AC 6; MV 15"; HD 2+1; hp 10 each; #AT 1 bite; Dmg 1; SA poison causing 3-12 hp damage if saving throw vs. poison failed (no damage if saving throw is successful); AL N; MM2/111.

Concluding the Adventure

The PCs may face another quest immediately after this one to rid themselves of Hzu's ikiryo. In order to do this, they must confront the ill-tempered river spirit and escape before he destroys them.

If PCs kill Sha Po-Ame or Hzu Tzu, word spreads throughout the Celestial Bureaucracy, and other spirits may seek revenge. Conversely, PCs who peacefully earned favors from the dragon become heroes to both humanity and spiritkind. They gain 1-4 honor points each and may be summoned by Wang Go for future missions. Ω

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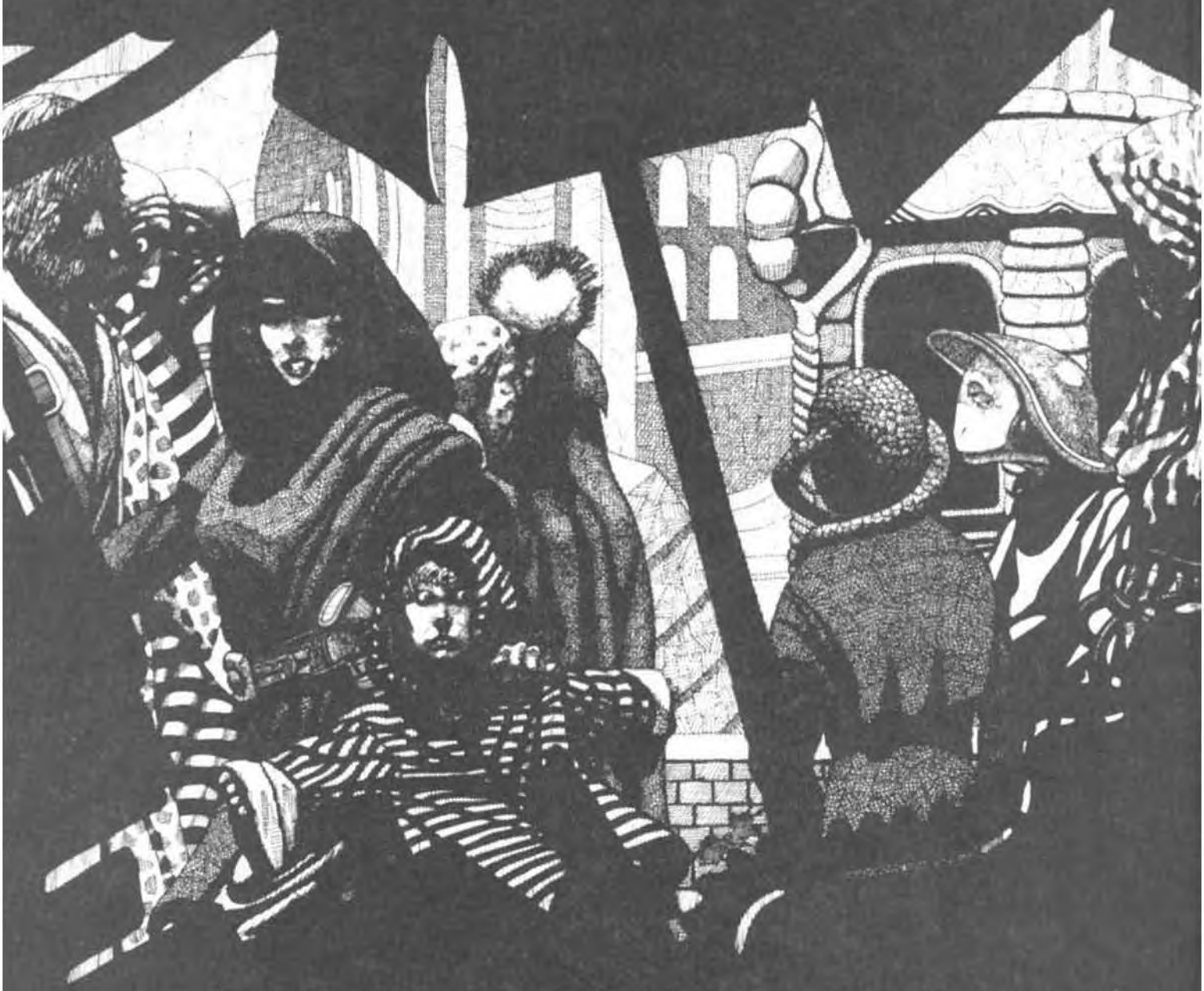

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THE GLASS HOUSE

BY WOLFGANG BAUR

Sometimes the dead need a little help from the living.

Artwork by George Barr

Wolfgang Baur began gaming ten years ago and wrote this adventure when an impromptu gaming session made a good impression on his regular players. He enjoys cyberpunk and Latin American literature. Wolfgang recently woke up to find himself enrolled at Cornell University as a graduate student in moledular biology.

"The Glass House" is an AD&D® module for 4-7 characters of 4th to 6th level. A magic-user is needed to complete the entire adventure, and a ranger should prove useful. Neutral or evil characters may lack the willingness to help a stranger on which this scenario depends, removing the best character motivation from play. The adventure takes place in the FORGOTTEN REALMS™ setting near Waterdeep and mentions places, organizations, and deities from that boxed set. It can, however, be easily adapted to campaigns elsewhere. The FORGOTTEN REALMS campaign accessory FR5 *The Savage Frontier* would be very useful, as it broadly covers the adventuring area within its contents. FR1 *Waterdeep and the North* would also be helpful.

For the Dungeon Master

Eli the ranger lived well and achieved some minor fame among the Harpers for his initiative and diligence. His home was at the head of a rocky gully in the mountains north of Waterdeep, up the High Road toward Leilon. He lived there with his wife, Ivain, a selkie who had taken up life on shore for love of him. They were quite content in Winterview House, which they had built for themselves, and as time passed, Ivain used her skills as a glassworker to construct a small greenhouse of such materials as were available locally. As a priestess of Lathander, she was proud to create a small but perpetual arbor of greenery. The plants she grew would normally have withered quickly in the harsh surroundings of the bleak hills. The flowers were both a delight in themselves and a tribute to Lathander's powers of rebirth in a difficult climate. However, this small triumph was taken as a deadly insult by those powers that rule the mountain winters.

One month ago, tragedy struck. As Eli returned to his isolated home one evening at sunset, he found Ivain's bloody scarf and other signs of a struggle in the

THE SWORD COAST
Waterdeep to Leilon

meadow and the tracks of many creatures, both humanoid and canine, leading away. He searched Winterview House but could find no trace of Ivain. Presuming the worst, he set out into the darkness to track her kidnappers into the woods. When the trail suddenly circled back, Eli quickly discovered he had walked into an ambush. His fury overwhelmed him and, in a foolish attempt to avenge his wife's death singlehandedly, he charged into a group of winter wolves and ice trolls led by a frost giant named Snorri.

His attack rapidly turned to flight, and only the darkness prevented his death just outside his own home. His retreat became a cat-and-mouse game, and Eli was harried for miles down to the High Road between Waterdeep and Leilon. There, with his back to the sea, he was slain and abandoned. Later he was found by the guards of a caravan, who recognized him as a former adventurer and took him to be honorably buried at Leilon.

Adventure Background

The player characters begin on the High Road traveling north to some destination of the DM's choosing, perhaps following a rumor of wealth or information to be had or delivering a message or goods to a patron in Neverwinter, Luskan, or Leilon. It is assumed that all party members are mounted; if not, amend descriptions accordingly.

The season may vary, but early spring (the months of Ches or Tarsakh) or late fall (Marpenoth or Uktar) would add much to the atmosphere of the adventure. If the party is powerful, a winter trek could be attempted, complete with snows and damage due to adverse weather conditions. Such weather makes the scenario much more challenging and is only suitable for intelligent and well-prepared parties. The *Wilderness Survival Guide* (pages 18-29) would be useful for determining the effects of weather on the party, but the Dungeon Master is free to invent his own rules pertaining to the effects of the environment or use other published sources.

The DM may use any random encounters appropriate to the area and season, or he may use only the set encounters.

Set Encounters

See the map of the Sword Coast from Waterdeep north to Leilon when referring to the set encounters that follow.

A. Redjack.

> It is morning, and you are traveling north with the Sea of Swords on your left and the mountains on your right. Waterdeep is half a day behind you and the road stretches long before you into the distance, the breeze fresh and charged with adventure. You are traveling through land not even half tamed yet, and anything is possible.
>
> As you round a bend in the road, you see a man and a huge hound ahead, resting under an overhang and eyeing you cautiously as you approach. The man is well dressed in breeches, embroidered shirt, and red cap, and he carries both a long sword and a mandolin. His hound looks like an especially large and fierce war dog.
>
> As you approach, the man bows low and introduces himself, saying "I am Redjack by name and a traveling musician by trade. I am not a wealthy man, but I have a small store of music, rumors, and lore which I will share with you if you permit me to travel in the safety of your company for a few days. Fidelius, greet them." At this, the fierce hound sits up and bobs awkwardly in imitation of a bow.

Redjack is a wolfwere; his giant "war hound," Fidelius, is a disguised and trained worg. They have both eaten well of late, so Redjack's interest is primarily in theft, not murder. He will amuse the PCs all day long if they elect to travel with him. At some point, he tells them the news from the north, acquired secondhand from a peddler heading south from Leilon. The fact that the PCs did not see this peddler on the road (he was Redjack's last meal) will probably not alarm them, but if they should become suspicious, Redjack says the peddler must have made it to Waterdeep before the party left.

The news from Leilon tells of an undead creature that rose from the

grave of a respected though somewhat mysterious ranger and Harper of moderate abilities. The ranger had been found slain last month on the very road the party is now traveling. The creature was said to be heading for the mountains when last seen, although no one knows why. Rumors say the ranger is now a ghoul, ghast, or vampire seeking to serve its lord and creator in the mountains. Given the ranger's profession and his excellent character, this seems unlikely, although the witnesses are all convinced.

Later in the evening, Redjack assists with the camp chores, rubbing down horses and gathering firewood. He plays a ballad, "The Fall of the Prideful King," before the party retires for the night. Redjack volunteers to take a watch with Fidelius and any party members who care to join him. While on watch, he makes his play for the party's goods by crooning a wolfish lullaby to Fidelius — a plaintive, low howling full of halftones. This is Redjack's way of inducing lethargy in his listeners. Fidelius is used to being serenaded, so he saves at +4. At this time, Redjack and Fidelius try to surprise and silence the sentry, simply by knocking him out if possible. Then Redjack grabs any items of easily transportable wealth or magic he noticed during the day and slinks off into the darkness. If things should go against him, he will flee rather than fight, taking advantage of the dark and the slowing effect of the lethargy to make good his escape. If Redjack is slain, he is found to own a purse containing 75 gp, and a backpack with a scroll of *delude* (third-level illusionist spell) and one week's standard rations.

Redjack, wolfwere: AC 3; MV 15"; HD 5+1; hp 27; #AT 1 bite and 1 weapon; Dmg 2-12 and by weapon type; SA singing brings on lethargy (*slow*); SD iron or +1 or better weapon to hit; AL CE; long sword; MM2/127.

Fidelius, worg: AC 6; MV 18"; HD 4+4; hp 18; #AT 1 bite; Dmg 2-8; AL NE; MM1/101.

B. Eli the Revenant.

Riding onward the day after your encounter with Redjack, you find the High Road deserted until twilight. A limping figure with a fuzzy outline can be seen approaching from the north, red in the sunset's light and trailing a long shadow. A light fog is creeping in from the sea, making details sketchy. As the figure slowly struggles closer, you can see that it is armed and armored with a helm, sheathed long sword, shabby chain mail, and a splintered shield.

It is only when the warrior is within a few yards that you can see why he is making such slow progress; his wounds are many. The fuzziness of his outline is due to the swarm of flies that surrounds him. In fact, he should be dead — and probably is. Judging by his injuries, he was bitten, stabbed, and crushed by a powerful blow that shattered his shield arm and his left leg. The light of rage in his eyes convinces you that this would be a bad man to cross. He reeks of the grave. He says nothing, but with his right arm he gestures toward the east, then takes three slow steps in that direction and turns to you with an imploring look. Without looking back again, he sets off toward the hills at a slow shuffle.

This is Eli, the ranger slain by Snorri the giant and his minions. By sheer force of will and desire for revenge, Eli has become a revenant. Although speech is difficult for him, and his voice rarely rises above a thin whisper, he is very driven and will not waste any time on people who do not immediately side with him. He is obsessed with accomplishing his goal before his will can no longer keep his body together — his only goal being to find and slay Snorri, to avenge the death of his wife. He presumes that her kidnapping resulted in murder, since there were signs of a bloody struggle near the cabin.

Eli's suspicion that the giant has taken up residence at his home is, in fact, correct. If the party helps him slay the giant, he gives a PC ranger or the bravest fighter in the party his sword as a reward before he collapses, his mission accomplished. However, if the party should discover that Eli's wife is still alive before the giant is dead, Eli thanks them in a whisper and quietly crumbles into a heap. See area C3 for more details.

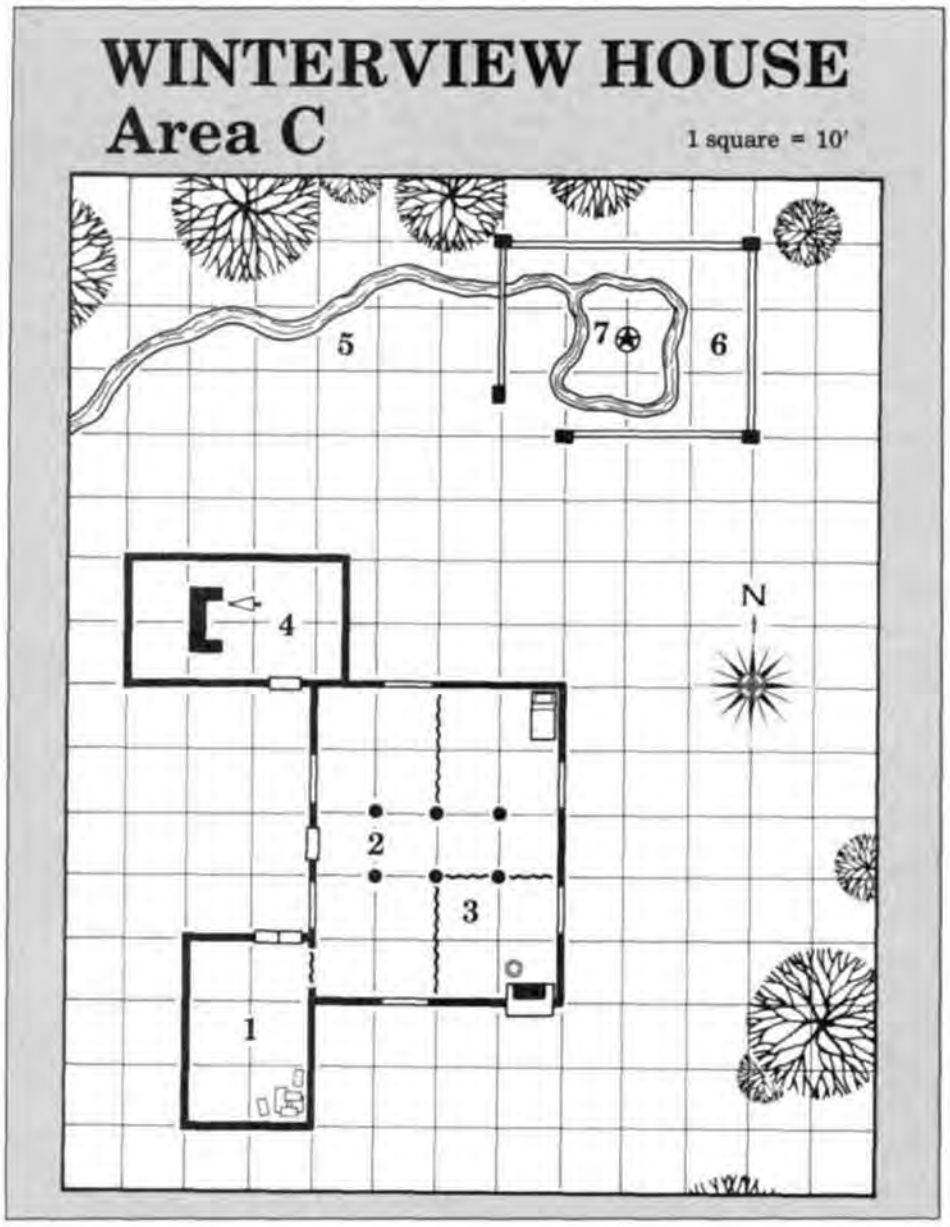
Eli strikes northeastward directly into the hills, whether or not the party follows. Since revenants cannot be slain by weapons of any kind, Eli can only be destroyed by fire or cold. If he attacks the giant alone, he will be frozen by the cold breath of the frost giant's winter wolves and will not be heard from again; the adventure then ends for all practical purposes.

If the PCs delay in following Eli, they catch up to him at the head of the gully just as he is assaulting the cabin. In any case, if the party follows him up the steep gully, his determination and knowledge of the terrain allow Eli to stay several yards ahead of the PCs, although his slow, steady pace among the stark trees never seems to increase.

The journey continues when night falls, but the moon provides a good deal of light after eight o'clock. The party arrives at Eli's old home around nine in the evening. At this point, Eli marches around the party, waving his arms and speaking as loudly as he can to push for an immediate assault, but he will wait until dawn if the party suggests scouting or resting first. At that point he goes in, with or without the party's help.

Eli has a magical sword named Seeker (I 13, Ego 3, NG) with the abilities of *detect evil, locate object,* and *empathy.* Like all revenants, however, Eli will not use any weapons, preferring the direct approach of strangling the giant with an armlock around Snorri's neck. He takes the party to the house the giant has now made his own and leads them in a direct attack. The subtleties of tactics, ambushes, and hit-and-run attacks that he knew as a ranger have all been pushed aside by his longing for quick revenge. Note that Eli can only reach Snorri to strangle him if combat takes place indoors, where the giant must fight hunched over. Out of doors, the revenant can do only 1-4 hp damage per round to Snorri, striking with his hands. Eli vehemently rejects any plan to set fire to the home he built unless several direct attacks have failed.

Eli, revenant (former ranger): AC 6; MV 9"; HD 8; hp 30; #AT 1; Dmg 2-16; SA paralyzation, ranger abilities, strangulation; SD regeneration, unaffected by many attack forms (turning, weapons, mind control spells, acid, gas, holy/unholy water and symbols); AL N; *long sword +1, helm of protection +1,* poor-quality chain mail (AC 7); FF/75-76



C. Winterview House.

Six miles from the High Road, at the top of the rocky gully you have been following, is a small dell surrounded by deep green pines and steep slopes. Snow glitters on the mountain peaks not far away, and behind you the brown hills fall away toward the distant sea. There is a cluster of three buildings around a central courtyard here in the dell.

See the map of the Winterview House complex for details. The largest of these buildings (areas C2 and C3) is a rough house of logs fitted together and caulked with mud. Its windows are tiny panes of greased paper to let in the light. During the day, a huge black raven perches above the doorway. The door itself lies shattered just inside its frame. The roof is overgrown with meadow flowers and grasses.

The other two buildings are smaller but of similar construction, their doors open to the cold air. The southern building (area C1) has a watering trough in front of it, and the northern structure (area C4) has a large chimney rising from the center of its roof. Set further away from these three buildings is a glittering house of glass, partially demolished (area C6).

Eli's home is now the residence of the frost giant Snorri, his followers, and his pets. The most obvious of these pets is the giant raven that guards the door. This bird has a 6' wingspan and a foul disposition. It squawks an alarm if strangers approach during the day. The noise brings the giant's seven ice troll servants out in two rounds, with Snorri (area C2) and his henchman, Sigurd, (area C3) appearing the round thereafter. At night, the raven roosts in the rafters above the main chamber of the house, and three ice trolls lurk in the shadows outside, keeping watch with their 90' infravision. They rouse their four sleeping fellows with their yells and hoots, but the trolls respond more slowly at night, coming out with the giant and Sigurd after three rounds.

Giant raven: AC 4; MV 3"/18"; HD 3+2; hp 20; #AT 1 peck; Dmg 3-6; SA strike eye 10%; SD never surprised; AL NE; MM2/105.

Ice trolls (7): AC 8; MV 9"; HD 2; hp 14 each; #AT 2 clawed hands; Dmg 1-8/1-8; SD regeneration in water, +1 or better weapon to hit, impervious to cold; AL CE; FF/90.

C1. Stable. This is where Eli's horse was once sheltered. A harness, saddle, and one-horse cart are still here. Crates of shavings and other packing materials are stacked in the far corner of the stable, and the loft is stuffed with hay. A leather skin hanging on the east wall covers an open doorway that leads to the main cabin.

The mount has since been devoured by the ice trolls. Some bones and dried blood can be found in the straw if a PC checks underfoot. The cart is a simple wooden affair that was taken to Leilon twice yearly with Ivain's glass goods and Eli's furs to trade for food and supplies; it can carry a maximum load of 800 lbs. The crates of packing material are very flammable. These shavings would serve very well for transporting the stained-glass panels from area C6, as would the hay stored in the loft above. The skin covering the entrance to the house itself has been pinned shut from the house side, but with a little work it can be cut open. This takes one round and reduces the chance of sur-

prise by one point, as the cut may be noticed.

C2. Main Chamber. This room is rough and somewhat primitive, with a dirt floor and a lack of furnishings. The rafters are at a height of 9', and the center beam of the roof at its highest point in 18' up. Tanned and painted leather skins hang down from this central beam to divide the room into smaller living areas.

Horse-bone playthings of the two winter wolves lie scattered about the floor. Their glistening silvery pelts are worth 5,000 gp each if whole, half that if damaged in combat. These wolves are the frost giant's loyal pets, and they fight to the death to defend him. If he is slain, however, they flee.

The more dangerous occupant of this chamber is Snorri, a middle-aged frost giant. Combat is difficult for him inside the house because the roof and rafters cause him to stoop, resulting in a penalty of −2 to hit and damage. Snorri measures an imposing 16' tall and weighs a good 3,000 lbs. He has gotten to be a middle-aged frost giant because he is a bit of a coward; he will flee any battle if brought to less than two-thirds his normal hit points (to 40 hp).

Due to Snorri's age and his craving to be in charge, he is almost always found inside resting, surrounded by fawning ice trolls and winter wolves. He enjoys *being catered to by his ice trolls*, bossing them around and reminding them that he is a child of the goddess Auril, the Frostmaiden. This may or may not be true, but Snorri is convinced of it. Naturally, the ice trolls fulfill his every whim, and most of them even believe his story about Auril. Given Snorri's beliefs about where he fits into the scheme of things, appropriate flattery will work very well if the party gets into a tight spot.

Snorri is still trying to figure out what happened to the largest and most favored of his winter wolves, which vanished three weeks ago. Worse yet, the robed woman Snorri captured when the house was taken (and who would have served as the giant's slave) vanished about the same time (the woman was Ivain). Snorri was enraged at the loss but has now shrugged it off. See area C3 for details.

Winter wolves (2): AC 5; MV 18"; HD 6; hp 37, 23; #AT 1 bite; Dmg 2-8; SA frost for 4-24 hp damage; SD impervious to cold; AL NE; MM1/101.

Snorri, frost giant: AC 4; MV 12"; HD 10+2; hp 60; #AT 1 weapon; Dmg 4-24; SA hurl rocks for 2-20 hp damage; SD impervious to cold; AL CE; MM1/44-45.

C3. Kitchen. A copper kettle of horse stew is simmering over the hearth in this closed-off section of the cabin. In addition to the large fire, there are shelves of spices and a scarred oak table. A few cookbooks lie on the table, and barrels and burlap bags of foodstuffs are piled against the walls under the shelves. Near the fireplace is a large, 2'-diameter iron cauldron full of warm water. Copper pans and iron skillets hang from the rafters along with smoked hams and veal.

Despite his dislike of heat and fire, Snorri's frost man follower still prefers his food cooked, and thus the kitchen is his domain. Sigurd is a 2nd-level magic-user as well as a scheming henchman, and he uses the kitchen's hearth for his various magical experiments. At the moment, he has memorized the spells *light* and *frost fingers* (see "The *Codicil of White*"). In addition, he has the spells *identify, read magic, wizard mark,* and

feather fall in his spell book, which he keeps on a high shelf under the spices.

Sigurd deplores Snorri's lack of organization but sees it as potentially useful in using the frost giant to further the ice man's own ends. He presently owns the *Codicil of White*, a book detailing the worship of Auril, the Frostmaiden. Sigurd is a devotee of Auril and is completely unscrupulous in using Snorri's dedication to the goddess to his own advantage. If Sigurd sees things are going against him, he may attempt to surrender, pass himself off as human, and betray his master. If combat veers into the kitchen area, Snorri and his companions attempt to push or throw the revenant and anyone with him into the flames, doing 2-12 hp damage per round if successful.

Sigurd, frost man: AC 5; MV 12"; HD 4; hp 24; #AT 1 weapon; Dmg by weapon type; SA ice blast, spells; AL NE; sling; FF/40. Sigurd has very pale skin, long dirty-blond hair, bad teeth, and a patch over his left (ice-blast) eye.

The iron cauldron by the fireplace belongs to Snorri and has his name etched into it in runes to prove it. It is a *cauldron of life trapping*, made long ago by a shaman ancestor of the ice giant, now long since forgotten. This shaman worked for years preparing the cauldron and spent years more praying for Auril to invest it with magical power. The goddess eventually gave the cauldron its powers with the condition that it should never affect one of her worshipers.

In time, this condition and all other powers of the cauldron were forgotten, but it was kept as a talisman of sorts that was given in time to Snorri. When Sigurd joined Snorri's band, the frost man convinced Snorri to let him study the cauldron's magical properties and then teach them to the giant. Sigurd had recognized the cauldron from old legends, and after learning the command words and filling the cauldron, activated it after the group arrived at Winterview House. He secretly caused Ivain, who was wounded and captured during the attack on the house, to be held in the cauldron, then captured Snorri's favorite winter wolf out of spite. Sigurd has no intention of teaching his master anything. He plans to use the cauldron to do away with Snorri when it becomes convenient, unaware that the cauldron will have no effect on the giant.

The cauldron functions much as a *mirror of life trapping* does, catching anyone who peers within its watery depths. Its command words are written in an excellent cookbook (worth 20 gp in any major city, though this is not obvious) kept on the table in the center of the kitchen. The command to bring someone out of the cauldron is "Thaw the occupant of the (first, second, third, etc.) compartment." To set the cauldron to trap curious viewers, the command is "thin ice." To merely bring an occupant to the surface for questioning requires the command "Arise, occupant of the (first, second, etc.) compartment." The cauldron may be used only by a magic-user (2,000 xp value; 20,000 gp sale value).

If all the water within the cauldron is spilled (which requires a successful *bend bars/lift gates* roll, despite the cauldron's small size and 30-lb. weight), all creatures trapped within it are freed. Note that Eli is an intelligent undead and can be trapped by the cauldron. Snorri's two remaining winter wolves have been cautious ever since their leader disappeared near it and thus are too suspicious to be tricked into looking into the cauldron, but the ice trolls and the raven might be trapped (30% chance). Characters have a chance to avoid glancing into the cauldron when within its trapping range of 5'; this chance simply involves making a saving throw vs. spells (at +4 if the viewer has seen someone vanish into the cauldron or has heard of its properties).

Due to its construction as a cauldron rather than a mirror, this device is limited to six compartments, two of which are presently occupied. The first compartment holds Snorri's favorite **winter wolf** (hp 44; see area C2 for statistics), who disappeared mysteriously just shortly after Winterview House was taken three weeks ago. The second compartment holds Ivain, the selkie wife of the unfortunate Eli. She carries a magical staff that is perpetually blooming with flowers appropriate to the season, given to her by the clerics at the temple of Lathander in Waterdeep in recognition of her works glorifying their god. She is effectively a 3rd-level cleric (W 14) with the spells *bless, cure light wounds, light, sanctuary,* and *augury.* She also has a scroll with the spells *bless, aid,* and *remove curse,* and a seashell charm that reverses the direction of the *gate* in area C7. She wears a yellow robe that contrasts well with her dark-brown hair and eyes. She bears wolf-bite scars on her right leg from her capture, but her wounds have healed.

If Ivain is set free by a magic-user in the party, she is grateful but reserved. She is a little shy among humans and is intimidated by the heavily armed and armored party. Given time to adjust to the current situation, she helps the party with her spells and good advice. Seized by Snorri when Winterview House fell, she was forced to look into the cauldron by Sigurd, who merely wishes to use her as a source of unwilling advice.

If she is freed while Eli is still with the party, Ivain takes one step toward him with a sharp intake of breath. As she sees his broken and decayed state and realizes he has come here for her sake, she stands stunned. Eli collapses with arms lifted as he loses the revenge motivation that keeps him together. His disintegration puts Ivain into a state of shock lasting three turns, during which she shows no initiative and acts only as directed. Thereafter, she dons Eli's helm and aids the party to the best of her abilities.

Ivain conducts a proper burial for her husband in private after the party is out of danger. She buries Eli with flowers (from her staff if not otherwise available) or pine branches, some of her small glass treasures, and his suit of chain mail. She keeps the helm and gives the sword Seeker to the Harpers unless Eli has already given it to a member of the party.

Ivain, selkie: AC 5; MV 12"//36"; HD 3+3; hp 16; #AT 1 bite (seal form only) or weapon (human form only); Dmg 1-6 or by weapon type; AL NG; staff; MM2/107. Though Ivain will be in human form when discovered, she can only maintain this shape for 2-5 days before becoming a seal again.

C4. Workshop. This is a smaller but similarly constructed version of the main house. A large forge with bellows and ovens dominates the center of the workshop's one room. The gray charcoal in the forge's center is covered with leaves that have come in through the chimney. Dusty tools and the raw materials of glassworking are still here, along with several small unfinished pieces. There is no connecting doorway from this area to the main house.

This workshop is where Ivain did her

glassworking when the mood struck her. The unfinished glass items are of no great value (six 5-gp trinkets).

Four **ice trolls** (see area C for statistics) have been sent to stay out here for sleeping on guard duty and general bad behavior, although this is only to be expected with trolls. They are here day or night, frustrated and spoiling for a fight, and they rush out as soon as any alarm is sounded. If they survive the party's first assault on Winterview House, the trolls join their companions on guard duty and in the main chamber thereafter.

C5. The Stream. This cold creek has its origin at the spring in the glass house (area C6). It is a small trickle running down into the gully that eventually leads to the High Road and the sea. The ice trolls come to the spring and its stream to regenerate.

C6. The Glass House. This large greenhouse has been smashed at one corner by a boulder, allowing the outside air to get in and destroy the greenery living in the carefully preserved semitropical atmosphere. Only a few strains of hardy plants survive among many withered brown stalks.

The walls of the greenhouse are made of thousands of small plates of glass held together by lead strips and oak reinforcements. There are six stained-glass panels as well, all of fine workmanship but very difficult to see at night. The panels are of superb clarity and use a number of advanced techniques, making them extremely valuable. They depict a rooster crowing to the rising sun, a circle of dancing figures in a field of flowers, a young male descending from a stairway in a rosy cloud, a robust woman emerging from a dense forest, a minstrel surrounded by wolves and strumming a silvery harp under a luminous moon, and a group of seals dancing through a sunny, green-blue sea.

These six stained-glass works could be sold for a total of 6,000 gp or more if somehow transported to a large city or town. Their removal will unfortunately destroy the remainder of the glass house. If taking the glass occurs to the players, Eli reacts violently to prevent it. As if this were not difficulty enough, the glass works have a weight of about 10 lbs. each and an encumbrance of about 3,000 gp each due to their fragile

nature and large, awkward sizes, ranging from 2' × 3' to 4' × 5'. If any panels are left behind unguarded, they will have been looted or smashed by mountain dwellers who noticed the giant's death by the time the party returns.

Snorri is responsible for the destruction of the greenhouse. He threw the boulder in a fit of anger, but later he claimed it was divinely inspired to destroy the artificial summer within that offended both him and his divine mother.

C7. The Pool and Sculpture. The clear pool in the center of the greenhouse is fed by a small spring, surrounded by a few hardy weeds, and lined with fine white sand. In the center of the 20'-diameter pool is a 3'-diameter abstract sculpture of coral and jade submerged in about 7' of water. When looked at out of the corner of one's eye, it seems to swirl like a wave on the shore. The sculpture gives the impression of being in motion, as if something beautiful were swimming. At night, the pool appears black, reflecting light off its surface. The sculpture looks like a dark rock, and its true nature cannot be discovered unless a light or *continual light* spell is cast into the water.

The sculpture was made long ago by powerful selkie magicians, and it acts as a one-way *gate* to the Sea of Swords. Anyone stepping into the pool and touching the sculpture is *teleported* to area D, just south of the Mere of Dead Men. Since the sculpture *teleports* anything that touches it other than water and sand, removing it from the pool can only be accomplished using magic. If this is done, its 2,000-gp encumbrance may still keep it from being carried off. The sculpture is worth 3,000 gp, and it retains its magical properties even when removed from the pool.

D. The Sea. The *gate* in area C7 leads to a sandy area of water much like the pool itself, but with shafts of sunlight streaming down into the water with no slope to the sands all around. This location is about 200' offshore at a depth of 20'. Ivain used this *gate* to get to the sea quickly when in selkie form. She returned using her seashell charm to reverse the *gate's* direction, but she always switched the *gate's* orientation to lead back out whenever she returned,

to avoid *gating* sea monsters into her pool. The PCs are not so fortunate. For them, the trip is one-way.

If a PC is armored or lacks the swimming proficiency, he might drown. The DM should arbitrate this possibility as he sees fit. For information on swimming and drowning rules, consult pages 12-13 of the *Dungeoneer's Survival Guide* or pages 41-43 of the *Wilderness Survival Guide.*

Drowning checks may not be necessary, as there is a 30% chance that a dozen **selkies** (hp 21 (×3), 18 (×3), 15(×3), 12 (×3)) are frolicking near this area (see area C3 for additional statistics). These seal creatures will rescue any adventurers in distress by swimming under them and lifting them to the surface, then slowly escorting them to shore. In return, they expect a reward of pearls, magic, music, or a service, such as making a rich offering to Lliira in their name. They definitely ask the party to determine the fate of their cousin Ivain. If the DM wishes, the selkies can ask a greater favor, possibly leading to other adventures, such as rescuing the selkie's home from a small water elemental or sea wolves. Their home could be a giant ship, a small floating island, a land beneath the sea, or even an air-filled grotto in Waterdeep's harbor, as the DM wishes.

E. The Mere of Dead Men. Named for the thousands of humans and demihumans slaughtered by orcs here at the edge of the sea, the Mere is a dangerous salt swamp inhabited by will-o-the-wisps, insects, lizardmen, and other fell beasts. Travelers on the High Road that skirts the Mere to the east often travel for days without stopping, to avoid camping near it. Adventurers may stumble into it if *teleported* to area D by the *gate* at area C7.

F. Leilon. A small human mining town near the coast, Leilon has neither proper walls nor a proper harbor. It is defended by earthen ramparts and the Lances of Leilon, and its trade is carried on by means of barges loaded in the shallows and then taken out to waiting ships. Wagons along the High Road also buy copper, nickel and silver here to transport to Waterdeep. Leilon is both an ally of Waterdeep and a friend of the Lords' Alliance. It has a population of just over 3,000, ruled by Lord Pelindar Filmyra.

Concluding the Adventure

After this adventure, the PCs may choose to go in any of several directions, depending on their interactions with Ivain. They may elect to help her seek out the Harpers to give them Eli's helm and sword, in which case they must make a return trip to Waterdeep to consult with the followers of Khelben "Blackstaff" Arunsun. The news of Eli's death will be met with dismay there, but if the giant Snorri has been killed, the PCs will receive 100 gp each from Khelben's followers as a small token of thanks. Ivain will be given a widow's compensation of 500 gp; she will also be made a formal but secret offer of admission into the ranks of the Harpers.

If the PCs have had a falling out with Ivain about the disposition of her husband's goods or about the looting and sale of the stained-glass panels of the greenhouse, they may have a serious problem on their hands, as Ivain will bring influential friends of hers from Waterdeep to pursue them as bandits. These friends may well include some minor Harpers. In any case, the party will be pursued by clerics and other followers of Auril if they possess the *Codicil of White.* The followers' attacks will primarily be made in the winter, but the fanatical devotion of some will drive them to attempt the book's recovery even in high summer.

The *Codicil of White*

Appearance: The *Codicil of White* is a tall, thin book bound in a white ermine cover over seasoned boards of white pine, sealed with a clasp and lock of tarnished silver. The ermine is somewhat worn about the edges from use. The 27 pages within are of vellum painted with silver gilt on the outer edges. The whole is sewn to a leather binding with strips of sinew, making it quite durable.

History and Description: It has been postulated that the *Codicil* was written by clerics of Auril as a primer on her worship, and on the uses of the cold in which the Frostmaiden revels. As such, it has only once been seen outside the religious circle of the cult. Ten winters ago, the adventuring company known as the Company of Seven Stars gained the *Codicil* as part of the spoils from a group of bandits they slew while guarding an early spring caravan to Neverwinter. They sold the book to the sage Erpalio of Neverwinter, whose description of the volume is the only record of it in the Realms. Agents of the cult of Auril are assumed to have recovered the book the next winter, for Erpalio was found frozen stiff in his warm study, and the *Codicil* was gone. It has not been seen since, although it is doubtless present at ceremonies honoring the Frostmaiden in the North. In addition to the cult lore it contains and the knowledge of secret ceremonies it discloses, possession of the *Codicil* also grants the owner resistance to cold (as per the cleric spell) as long as it is held and carried.

Contents: The first page is simply a title page with the snowflake rune of Auril on it. The next 13 pages cover the rites and services of Auril, the Frostmaiden, in chilling detail. One of these rituals includes the summoning of an ice para-elemental. The next 13 pages include spells and major ceremonies. The clerical ceremonies for coming of age, burial, dedication, investiture, ordination, and special vows are all described. Due to the large number of evil magic-users, witch doctors, and frost men who worship Auril, the clerical spells are followed by the magic-user spells of *chill, frost fingers, shatter, gust of wind,* and *wall of ice.*

Frost Fingers (Evocation)

Level: *1*
Components: *V, S*
Range: *0*
CT: *1 seg.*
Duration: *1 round*
ST: *None*
AE: *Special*

Explanation/Description: This is essentially a cold form of the *burning hands* spell. When cast, it causes freezing cold and shards of ice to blast from the caster's fingertips out to a distance of 3' in a 120° arc in front of the caster. Any creature in the area of cold takes 1 hp damage for every level of the spellcaster, and no saving throw is possible. Liquids engulfed by the cold will freeze unless a saving throw vs. frost is made on the saving-throw table on page 80 of the *Dungeon Masters Guide.* (See "The Frost" in DRAGON® issue #33 for the original mention of this spell.) Ω

ROARWATER CAVES

BY WILLIE WALSH

If you trust a xvart cleric, shaman you!

Artwork by Richard Bennett

Over in Dublin, Ireland, Willie Walsh claims to be diligently celebrating that city's 1,000th birthday in true Viking tradition, with all the revelry that implies. Although Vikings don't appear in this scenario, "Roarwater Caves" is still a favorite of the author, who based it on events in his own campaign.

"Roarwater Caves" is an AD&D® module for 4-10 adventurers of levels 1-4, including both a cleric and a magic-user. Secondary importance is placed on the presence of a thief. Because this adventure revolves around giving "assistance" to xvarts, though only for monetary benefit, neutral PCs may work well where good or evil ones would not; rangers and paladins would certainly object to the scheme proposed to them (though they could be involved in the adventure in other ways). The adventure should fit most campaigns with only minor adjustments. The use of dungeon floor plans and miniatures would be extremely helpful, especially at the conclusion of the scenario. The DM should be prepared to keep careful track of time spent inside Roarwater Caves (see "Timetable and Tactics").

For the Dungeon Master

Roarwater Caves is a feature of the southern coastline several miles west of the town of Corbay. For many seasons, this quiet area has been the home of a tribe of xvarts who have laired in the hollows of the cliffs. Little is known about the creatures other than that a domineering group of bugbears has lately assumed control over the tribe, much to the chagrin of the xvarts, who value their personal freedom. The xvarts now fish the seas close to the shore near the caves, and some trade with isolated communities such as Corbay, exchanging fish for coppers or trinkets of little worth.

Within the tribe, however (and unknown to the townspeople), feeling is running high on the issue of the bugbears' supremacy and the intolerable strain which this places on the xvarts. Before the arrival of the bugbears, the xvarts enjoyed something of a local reputation as kobold bashers. Now, the bugbears refuse to allow xvarts to raid the local kobolds' lair. Instead, the bugbears keep the xvarts occupied gathering food and tribute, a matter of grave concern to the xvarts' head shaman,

Zimik, who sees the regrowth of the kobolds as a dangerous threat. Soon the kobolds will be strong enough to do some raiding of their own against the preoccupied xvarts, who are too tied up with feeding their bugbear overlords to repel any concentrated attack.

Zimik has thus far been unable to act against the bugbears and the number of xvarts who have willingly gone over to their side in the tribal struggle — at least, he cannot act without considerable personal risk. The strength of the bugbears is concentrated in their leader, Kraglut, who through some chance of fate possesses a *ring of water walking*, which he has used to convince a sizable number of the xvart tribe that he has great magical powers.

The shaman has hit on a novel plan to restore himself to chieftain status in the tribe and to eliminate both the bugbears and the kobold threat at the same time. The shaman's sole human acquaintance, a fisherman from Corbay named Delbar (who buys most of the xvarts' fish and resells them at a profit in the town) has agreed to approach local adventurers with the proposition of liberating the xvarts. It is in Delbar's interest to preserve the xvarts, of course, as without them he would have to actually do the hard work of fishing instead of just being a middleman. Zimik figures that information about the Kraglut's magical ring will be more than a little tempting to a group of adventurers, and he has promised to allow their liberators to keep it as long as they can eliminate the bugbears.

Zimik knows that humans and their kin are not to be trusted, so he has arranged for most of the tribe to be out fishing when the party attacks the caves. This absent group includes those xvarts most loyal to Zimik, and a few who haven't actively turned to the side of the bugbears. Zimik explains that, with only a handful of xvarts and the slovenly bugbears to defend the caves, it should prove an easy task for the adventurers to defeat the overlords and seize the magical ring.

Actually, Zimik wants the ring for himself. To help with the latter part of his plan — the elimination of the kobolds — he has allowed the kobolds to get hold of false information that the xvart tribe is at an all-time low and could easily be destroyed by a quick raid. Several xvart scouts will harass the kobolds to ensure that a kobold raiding party will arrive rapidly, finding only the party of adventurers with whatever remains of the bugbears and their xvarts. After a reasonable amount of time, Zimik plans to lead the main body of xvarts back into the caves to attack the kobolds while they are occupied with the adventurers. Then, from a position of strength, Zimik can take the bugbear's ring and regain control of the Roarwater xvarts. If the PCs still appear to be strong, Zimik politely lets them leave (with a reasonable, though small, amount of treasure). If the PCs appear very weak, Zimik sends them away all the poorer — if he lets them leave at all (see "Timetable and Tactics" and "Concluding the Adventure").

The PCs, of course, will become the adventurers whom Zimik hopes to attract to the caves to eliminate the bugbears — and perhaps to be eliminated themselves by the kobolds. You should make the prospect of raiding Roarwater Caves as attractive as possible to ensure that the party takes the bait. Delbar will try to encourage the PCs in this, assuring them that the shaman's cooperation will limit the amount of guards at the caves.

At first sight, it would appear that the PCs are being sent on a suicide mission with the only beneficiaries being Zimik and his xvarts. There are a number of ways in which the PCs can escape, however, most notably by releasing the trapped stirges from area 12 and using the confusion generated as cover. They may also find the hidden treasury (area 13) of Zimik's predecessor, about which the xvarts know nothing. It contains a *wand of magic missiles* — very useful in blasting one's way out of a sticky situation. Other solutions, such as surrendering to the kobolds while hoping for rescue by the xvarts, may be discovered in the course of the adventure.

General Monster/NPC Statistics

The main types of monsters encountered in this adventure are xvarts, bugbears, and kobolds. To avoid a detailed description of each group encountered, their general statistics are given here. Other monsters are listed as they are encountered.

Delbar, human fisherman: AC 10; MV 12"; zero-level human; hp 6; #AT 1; Dmg by weapon type; AL CN; dagger. Delbar seeks only to make a profit at everyone's expense but his own. He is shrewd and gives no thought to the morality of his dealing with evil xvarts. His self-assuredness should be a source of irritation to the PCs.

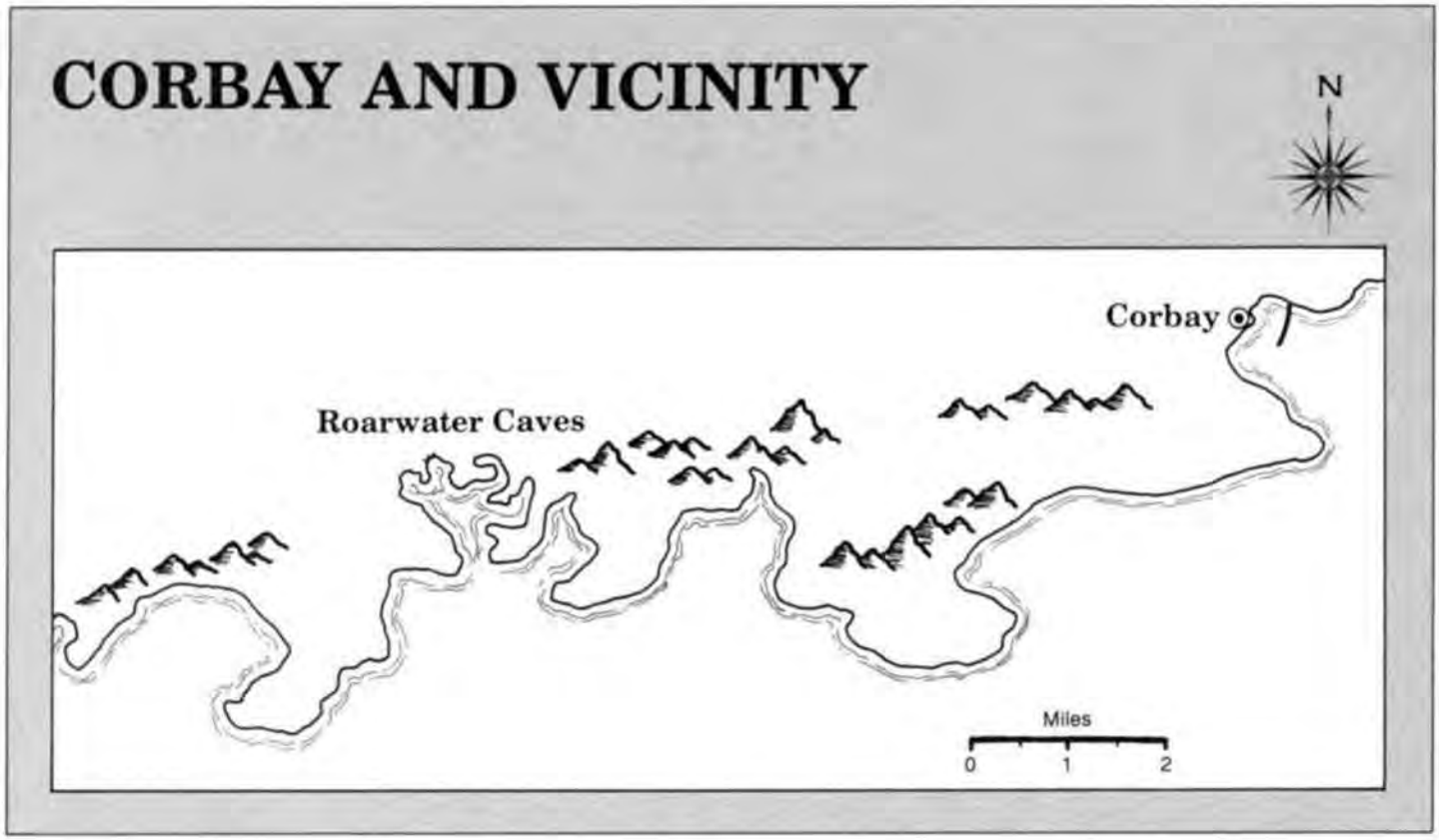
Zimik, xvart shaman: AC 6; MV 6"; HD 2 (equivalent to 4th-level cleric); hp 11; #AT 1; Dmg by spell or weapon type; AL CE; W 12 (5% chance of spell failure); footman's mace (used two-handed), studded leather armor; FF/96. Zimik is loyal to the tribe merely to preserve himself in a position of power. He enjoys the raids which the xvarts make on the kobolds and seeks to have them reinstated as a worthwhile pastime. His hatred of the bugbears will not cause him to do anything rash, such as lead an uprising against them. Although he appears to be stupid, Zimik possesses a cunning which can be dangerous to those around him. He wears a *ring of protection +1*, and his current spells are *cause fear, cure light wounds* (×2), *augury,* and *chant.* Zimik first appears near Roarwater Caves when the PCs arrive (see "Delbar and Zimik Set the Bait").

Xvarts: AC 7; MV 6"; HD 1 − 1; males have 4 hp, females have 3 hp; #AT 1; Dmg by weapon type; AL CE; leather armor, small wooden shields, males use small swords (as daggers, +1 hp damage) and slings (with 3-10 stones), and females use daggers and 1-3 darts (unless otherwise noted); FF/96. All young noncombatant xvarts in this module have these statistics: AC 9; MV 3"; HD ½; hp 2; #AT nil; AL CE.

Bugbears: AC 5; MV 9"; HD 3 + 1; #AT 1; Dmg by weapon type; SA surprise on 1-3 on 1d6; AL CE; one morning star and one spear each; MM1/12.

Kraglut, bugbear leader: AC 4; MV 9"; HD 4; hp 23; #AT 1; Dmg by weapon type +1; SA surprise on 1-3 on 1d6; AL CE; MM1/12. Kraglut wears a *ring of water walking* and wields a *morning star +1*. His main concern is his own personal comfort. Kraglut dominates the xvarts and allows the other bugbears to do as they please in Roarwater Caves. A cowardly, uncommunicative figure, Kraglut is the epitome of the bugbear sword-fodder typically encountered in a dungeon environment.

Kobolds: AC 7; MV 6"; HD ½; #AT 1; Dmg by weapon type; AL LE; wooden shields, wooden clubs or short swords, two throwing daggers each; MM1/57. The kobolds are not encountered until the final stages of this scenario. They are used as a means to keep the PCs



within the caves and are part of Zimik's plan to coerce the PCs into handing over Kraglut's *ring of water walking*.

Shtaka, kobold leader: AC 6; MV 6"; HD 1−1; hp 4; #AT 1; Dmg by weapon type; AL LE; spear. Shtaka is a born kobold leader, meaning he fights from the rear of his force but has a loud, squealing command voice. His kobold commando force has been trained to considerable efficiency and is able to split into smaller forces at a moment's notice, each squad moving and fighting at full speed. Shtaka's two guards share all of his statistics but are armed with hand axes. Shtaka and his guards have heavier armor than usual and do not use shields or throwing daggers.

For the Player Characters

The PCs will most likely be contacted in Corbay by Delbar on behalf of Zimik. Don't give the PCs too much information prior to their reconnaissance of the caves. Rumors may be gleaned from the townspeople concerning the current situation.

Read or paraphrase the following information to the players several days after the PCs arrive in Corbay.

> Corbay is a dull town after all. It lacks the refinements of larger cities, such as a sewage system and the regular arrival of trustworthy news. But it looked like as good a place as any to seek challenging adventure (and replenish your rapidly dwindling supply of gold pieces) when you first came here.
>
> In your travels, you heard that nonhumans and monsters sometimes wander into Corbay from the wilderness and cause trouble, but (unfortunately for you) none have happened by in the time you've been here. Your stories of previous adventures are soon old news in the local tavern, and your fame is quickly losing some if its attraction. More often than not, you find yourselves seated alone in the corner while the locals talk about boring subjects such as the weather or the price of fish. If something doesn't happen soon, dying of boredom in Corbay may end your days of adventuring forever.

Naturally, if the PCs choose to sit around indefinitely, that is exactly what's going to happen to them! It might prove useful for them to ask some questions of the regulars in the tavern, especially if they ask about monsters in or near the town. To determine what rumors the PCs hear, roll 1d10 and consult the following list, or assign rumors as appropriate.

1. Corbay is suffering a recession in trade due to Delbar's monopoly on cheap fish sales. (This is true, as he buys cheaply from Zimik and sells at a profit in Corbay, undercutting his competitors.)
2. Monsters are often seen traveling in large bands in the wilderness nearby. Sometimes they raid outlying homesteads, but usually they are too busy killing each other to threaten humankind. (True. This refers to the kobold-xvart war.)
3. The Corbay fishermen use a strangely woven type of net which they obtain from the xvarts of Roarwater Caves. (True. The xvarts have specialized in creating such nets for combat and fishing. Some of these nets are

encountered as a defense in the caves later in the scenario.)

4. Roarwater Caves are underwater at high tide, which proves the locally held theory that xvarts breathe both air and water. (Not completely true. The front entrances of the caves are sealed off by water at high tide, but the living quarters are well above the high-water mark. Xvarts can drown in water just as humans can.)
5. It is dangerous to be out of doors at night, as horrible, bloodsucking bats are sometimes encountered and have even killed some locals. (This is almost true. The bats are really stirges that live in an almost inaccessible section of Roarwater Caves. An encounter with 1-2 stirges at night might even be arranged by the DM.)
6. Several fishing boats, have disappeared from the harbor over a period of time. Suspicions about the identity of the thieves are widespread and varied, but there is no unamimous decision as to whom to accuse. (Delbar is the thief. He has stolen the rowboats to trade to the xvarts.)
7. Word has it that the kobolds are planning some kind of mischief. It has been quiet in that quarter for too long. (This is true, although a well-informed observer might conclude that lack of raiding activity on the part of the xvart tribe is the reason for the growing boldness of the kobolds.)
8. Something is amiss in the xvart tribe. Despite their evil nature, they have long kept the peace in Corbay by acting as a buffer between the town and the kobolds. Lately, though, no clashes between the tribes have been reported. (True. The bugbears have not considered the consequences of preventing the xvarts from raiding just so they can reap the short-term benefits of xvart servants.)
9. Rumors among the fishing folk say a thieves' guild has begun operations in Corbay, and that it is connected to the drop in trade and Delbar's recent financial success. (False. The local thieves' guild may not be large, but neither is it new. Delbar is not a member, so the guild might be interested to know that he stole the boats without their "permission.")
10. Delbar buys fish from the xvarts rather than catching them himself. His profits have made him moderately rich. (True.)

Delbar and Zimik Set the Bait

The PCs should eventually hear about the townspeoples' interest in the xvarts and the fisherman Delbar. The party may then want to seek out Delbar for further investigation or travel to Roarwater Caves to find some adventures on their own. In either case, Delbar approaches them with a proposition for assisting the xvarts against the bugbears. He explains the rationale behind this aid in the following ways:

— The xvarts, if allowed to be subjugated by the bugbears, will cease to be a buffer between Corbay and the kobolds.

— The xvarts play an important part in the trade of Corbay, producing nets and catching fish. The bugbears have reduced trade by forbidding the xvarts to trade with the town. Delbar claims that this is the real reason why trade has fallen off (of course, it has nothing to do with *him*).

— The xvarts, through their tribal and religious leader, Zimik, want to be rescued from their overlords and will gladly pay the adventurers with their only magical item, a *ring of water walking*, stolen by the bugbear leader, Kraglut.

— To minimize the amount of effort involved in destroying the bugbears, Zimik has agreed to withdraw all his loyal xvarts, leaving behind only those few who have joined the bugbears. In addition, the shaman promises safe conduct for the adventurers across xvart territory to and from the caves.

Delbar will not bargain with the PCs for any greater reward. He points out that the xvarts are not rich and cannot be expected to pay any more handsomely than what they have already offered. He adds that the xvarts might have a chance to fight off the bugbears by themselves, but the battle would be too costly for them — especially if the kobolds plan to attack someday soon.

If the PCs agree to aid the xvarts, Delbar leads them out of town to Roarwater Caves, following a path along the coast. Zimik himself appears at the border of the xvart territory to lead the PCs to a high cliff overlooking Roarwater Bay, while Delbar returns to town. The entrance to Roarwater Caves can be seen clearly in the cliff's base. Zimik does not initially mention the caves' back door (area 17) to the PCs.

When the shaman and the PCs approach the entrances to Roarwater Caves, read the following to the PCs:

> You figure that you must have traveled across rougher country at some point in your lives, but right now you don't remember when. The xvart leader has stopped at the crest of a stony path leading down the craggy cliff face to a wide beach below. Down below you can see a flurry of activity. Xvarts are coming out of the two big cave mouths into the sunlight carrying little hide-covered boats shaped like cockleshells. One by one, about 75-100 of them paddle determinedly out to sea. Soon they are lost from view, and the beach is left deserted except for a handful of xvarts who quickly vanish back inside their caves.

Zimik explains that the xvarts who have gone out to sea are secretly armed for war as well as carrying fishing gear. They intend to put on a show of fishing (allegedly to prepare a feast for their bugbear overlords) until the adventurers are inside the caves. Then the boating xvarts will return to mop up any disloyal xvarts and wounded bugbears.

The shaman estimates that there are a dozen disloyal xvarts left inside as well as about eight bugbears. Their exact locations are unknown. As Zimik must take command of his own group, he rushes off to board his own cockleshell boat and head out to sea.

To ensure the safety of his plan, Zimik has brought the PCs to the beach only 10 minutes before the tide is about to turn. Those who enter the caves and remain within for one hour will be surprised to discover that the entrance has filled to the ceiling with water. This chamber (area 2) remains filled for four more hours, draining in the next hour. This cycle repeats itself every day, with low tide beginning six hours after high tide ends. If the PCs are clever and ask Zimik about the tides, the shaman tells them about the back door to the colony but avoids saying exactly where it is.

The PCs each have a 20% chance of noticing the arms and armor of the xvarts who went back into the cave (all were males with small swords and slings, and with shields and thin leather armor). If asked about their armament, Zimik (truthfully) mentions the threat of the kobolds, which bothers the xvarts even if the bugbears could not care less.

Roarwater Caves

Roarwater Caves have no internal lighting whatsoever, except for a number of patches of faintly luminescent dried seaweed, gathered by the xvarts at low tide and slapped on the walls at various points. Any adventurers using normal light sources will never see this faint luminescence; infravision-using characters in total darkness, however, will be able to see quite clearly, as the light from the seaweed adds another 30' to infravision sighting ranges. The bugbears, like others of their kind, have 60' infravision, as do the kobolds who will appear later in the adventure. While xvarts do not normally possess infravision, the Roarwater Caves xvarts (having a bit of goblin blood in them) have 30' infravision without daylight penalties for odds to hit opponents.

All combat and missile fire from xvarts or bugbears conducted in the caves is at normal "to hit" odds; the attacking kobolds also have an easy time unless the PCs use a *continual light* spell, which places them at a −1 penalty to hit. Remember to increase sighting ranges by 30' for all humanoids within the caves, as noted above. The xvarts and bugbears will not blunder into traps or dangerous areas as they know the caves well; PCs and kobolds may not be so fortunate.

Those xvarts fighting from behind the driftwood stockades built within the caves have 50% cover, giving them a +4 armor-class bonus against enemy missile fire. Bugbears have only 25% cover, or a +2 armor-class bonus to missile fire. Stockades are elevated 2' from the cave floor by rocks and dirt; they are obviously of more use against kobold invaders than human or bugbear foes.

1. Beach, Entrance, and Underground Stream.

> The wide beach stretches 30' from the base of the 100'-high cliff to the sea. It is cut into two irregular pieces by a stream of water which emerges from the cliff face about 70' west of the farther cave entrance. The most distant entrance is about 10' wide and 15' tall, and is preceeded by another of about the same size, nearer to you by some 50'. A ragged collection of nets hangs over each entrance. Clogged with damp seaweed, the nets don't seem to serve any useful purpose. All appears quiet inside the caves.

The cleft made by the emerging freshwater stream is too narrow for anyone to negotiate. The stream comes out here from a long underground journey on which it takes a meandering course through some of the caverns inside Roarwater Caves. The stream itself is submerged at high tides.

The two entrances open into one great cave. The nets, while seemingly placed here for no apparent reason, are actually a defensive measure on the part of the xvarts. They are arranged in a complicated pattern in which one must take three steps to the front, hop from left to right three times, turn and . . . oh, well! The xvarts know how to rush through them at normal speed without becoming entangled. However, anyone else has a 10% chance of becoming entangled per 1" of movement rate the character normally possesses. Only by taking two full melee rounds to cross each section of netting does a character avoid entanglement. Of course, this gives attackers extra time to fire missiles at the attacking or fleeing PCs (the nets do not hamper missile fire into the nets or through them, though they prevent clear sighting into area 2 from the outside).

Unlike nets elsewhere in Roarwater Caves, these nets are solidly placed and cannot be pulled down easily. They are also replaced at regular intervals when they begin to rot. Four separate *open doors* strength rolls are required to tear down all the netting in either entranceway to allow free passage.

The seaweed coating on the nets comes from plants left behind as the tide recedes; this may give the PCs a clue to the periodic submergence of the tunnels. Inside each opening, an array of wooden stakes narrows the entrance, making a charge even more difficult. The party must travel in single file to get into Roarwater Caves. Anyone falling upon the stakes takes 1-6 hp damage (this only occurs if a character is pushed, falls, trips, or otherwise loses control of his movements).

2. First Cavern.

> The entrance is narrowed by large planks forming a palisade to reduce the number of those permitted direct access. At the back of the cavern are two palisaded enclosures and more boards framing a tunnel leading farther into the cliffs.

The sea-slimed palisades are mostly driftwood and seem, on closer examination, to be planking from a ship of some kind; in fact, that is exactly what they are. The two enclosures are usually occupied by xvart guards, but Zimik sent these off to "fish for the bugbears," true to his word to make life easier for the adventurers.

Seaweed-hung nets which appear to be like those at the main entrances shroud the opening to the rest of the complex. The nets here are submerged at high tide and have become rotten. They are only meant to discourage the movement of the stirges who lair in parts of the cave system. Anyone may push through these nets with little effort; because of their poor condition, these nets may be ripped down by anyone with a strength of 3 or greater in but two rounds (no strength rolls required).

However, nets placed elsewhere within these caves are harder to remove, as they are above the tide line and are not affected by the water which submerges those at the entrance. Walking through these nets takes one round per character (and only one character at a time) to avoid a 30% chance of entanglement for 2-5 rounds. Two separate *open doors* rolls are required to tear down a 10'-wide section of netting. These nets may also be cut or burned (the latter with spells, perhaps), but smoke alerts the bugbears and remaining xvarts to intruders. Cutting down a piece of net 10' square takes a full five minutes — usually longer than tearing it down by hand — due to the strength of the vines used in their construction (tearing down the nets unhooks them from various spikes and nails, and it doesn't involve actually breaking the tough fibers). If the PCs become so irritated by the nets that they tear down all that they come across, it may prove quite serious later should they release the stirges in area 12 or carrion crawlers in area 8.

In any case, there is little of interest in the first cavern. Some carefully chosen sling-shot pebbles are all that can be discovered in either of the two semicircular enclosures.

3. First Xvart Boat Room.

The left-hand steps from the crossroads lead up to a hollowed-out chamber in which a large number of xvart boats are stored. It is apparent that most of the xvart fishing gear has been left behind here. Nets of xvartish make, similar in all but size to those used by the fishermen of Corbay, are carefully placed next to the boats. Some of the boats appear to be in need of repair, with holes and gashes in their sides. The boats overflow into the corridor beyond, where the sounds of activity can be heard.

If the PCs decide to burn or otherwise damage the boats, the noise alerts the xvarts (in areas 4 and 5) and the bugbears (in area 6) that there is trouble afoot. Burning the tarred hides creates a great deal of choking, blinding smoke. All fighting within this spreading black cloud is at −2 "to hit." The cloud fills a 10′ × 10′ section of cave every round, burning for 2-12 rounds per boat.

The sounds of activity are coming from area 4, where a number of xvarts are having a fistfight over who owns the most copper bangles.

4. Xvart Loggerheads.

The corridor leading into this chamber has been narrowed by stakes placed at angles from the floor. The line of stakes is completed by a short stockade over which the sounds of a loud argument and the clinking of many pieces of metal can be heard.

As noted earlier, the stakes can be avoided so long as the PCs are in full control of their movements and (as the DM determines) have not fallen upon or run into them. Otherwise 1-6 hp damage is suffered per victim.

If the PCs have been quiet, four of the six xvarts here have their backs to the entrance and are watching a fight between two male xvarts wearing simple copper bangles from wrist to elbow on each arm. The males are fighting over who wears the most jewelry (being unable to settle the matter by counting), in an effort to impress their all-female audience of four.

If these xvarts have been alerted to the adventurers' arrival, they defend the cave diligently (see "General Monster/NPC Statistics" for their statistics). The sounds of combat also alert the occupants of areas 5 and 6 to trouble, but neither the xvarts nor the bugbears there consider the fight to be anything more than the conflict of two blue macho xvarts.

The only treasure here is in the possession of the male xvarts and consists of 200 cp worth of copper bangles and 5 sp in coinage apiece.

5. Underground Stream.

Looking south into this corridor, you see that it has been narrowed by sharpened stakes imbedded into the walls. Only one person may walk here at a time. You can hear the sound of running water, and you glimpse a narrow bridge leading to a small gap in a high wooden fence on the other side of the stream. Looking east from the junction, you see steps going down into a larger cavern. The

distinctive sound of the underground stream can be heard from this direction also.

See the previous notes on stakes (areas 1 and 4). The xvarts here, as mentioned in the description of area 4, will not intervene in any action taken against their blue brethren with the copper bangles. If the PCs have bypassed the xvarts at area 4, any noise of combat from areas 5 or 6 causes the ignored xvarts to flee, alerting other members of the tribe.

Of the 10 xvarts stuffed into the small space at the other side of the stream, six are female and four are noncombatant young. Missile fire from the top of the palisade is directed at the first person to show himself on the other side of the bridge. Female xvarts are each armed with a dagger and three darts.

The xvart females and their young were evicted from more comfortable areas of the caves by the bugbears. Overcrowded and nervous, they are quite bad tempered and will pepper intruders with missile fire in defense of their children until completely wiped out. Their treasure includes 12 cp, 1 sp, and 2 gp.

6. Bugbear Layabouts.

This large cavern is bisected by a rushing stream of crystal-clear water. On its far bank, a rude construction of shingles and oddments of leather and driftwood is apparently supposed to be some form of defensive measure. Five large humanoids can be seen gazing sleepily out over the top of the structure.

The five figures are bugbears, who conform to the statistics given at "General Monster/NPC Statistics." Each is armed with a large spear for missile fire and a morning star for melee. Confident in their assumption that the xvarts will rescue them from any trouble, the bugbears do not hesitate to fight the adventurers. Noise of combat here has the same effect as at area 5.

The bugbears possess treasure totalling 50 gp. Their shelter is constructed largely from driftwood. On examination, one section bears the faded words: MAELSTROM – CORBAY. It is a piece from a ship which ran aground in the cove of Roarwater Caves 100 years ago (see "Concluding the Adventure").

7. Stolen Rowboats.

The steps lead upward until they come out into an almost rectangular cavern. Nets of xvartish make hang over an opening to the north from which a heavy smell comes. Looking around the corner to the south, you can see the stern of a large rowboat sticking out from beneath a sheet of canvas.

There are four of the human-made boats here, all stolen from the harbor at Corbay. None have name plates, as these were all removed prior to the boats' delivery to the bugbears. As with the xvart boats, burning the rowboats releases a cloud of noxious black smoke, as described in area 3.

The nets hung over the north opening cordon off the carrion crawlers at area 8 from the rest of the cave complex. These nets are as hard to remove as the nets at area 1.

8. Refuse Heap With Inhabitants.

The strong, heavy smell is obviously caused by the presence of the rubbish heap in this alcove. Vegetable and animal waste fills the area to a depth of about 3', making for an unhappy sight and a very undesirable smell.

If the PCs give more than a passing glance to the refuse heap, they notice a human skeleton sticking out of the top. It is obviously that of a failed adventurer, complete with backpack and equipment. A battle axe, in mint condition, lies not far from the bones. It is a *battle axe +1* and may be useful against the two carrion crawlers lurking in the shadows.

Carrion crawlers (2): AC 3/7; MV 12"; HD 3+1; hp 23, 19; #AT 8; Dmg nil; SA paralysis, multiple attacks; AL N; MM1/13.

If the PCs have removed the hanging nets to the south or north, the monsters pursue them until one side or the other is completely destroyed. However, because of their many tentacles, the carrion crawlers have an 80% chance each to become entangled in any netting for 2-8 rounds.

9. Water Room.

This chamber is obviously of a more natural origin than the carved corridor and steps which lead down into it. Stalagmites and stalactites fill the room except for a path cleared to the bank of the onrushing stream.

Because this chamber is the uppermost section of the underground stream which emerges into Roarwater Caves, the xvarts have restricted its use to supplying clean water for drinking. The tribe is forbidden by the chief shaman to make any further changes to the cavern, and no one may make a home here for fear of fouling the water and making life miserable for those living downstream.

The stalagmites and stalactites are harmless; a dwarf or gnome character will be able to estimate their age as between 20,000 and 80,000 years. Anyone deciding to swim in the stream find the water is icy cold and inflicts temporary chilling damage of 1 hp if even a limb is immersed in it. This damage heals in 30 minutes. The stream is impassable to the northeast and too dangerous to swim through to the south. It contains nothing of interest unless the adventurers wish to test the theory that xvarts can breathe water.

10. Blank Wall and Dead End.

After climbing gradually from the *crossroads and traveling west for 40'*, the corridor abruptly ends at a blank wall. There are no doors or exits visible here.

If the party approaches from the north, change this description accordingly. The blank wall is actually a stunjelly that waits here for an unsuspecting meal to pass close to it. The xvarts know all about this monster, and they also know it has become immobilized by age even if it still has the power to catch victims. Seeing it as a useful defensive item, the xvarts throw fish and other sea life into the stunjelly to keep it alive in case kobolds invade the caves. (Zimik was unable to talk any bugbears into this part of the caves, to his disgust.) Inside the monster are the indigestible bits of its last few meals and coins totalling 34 sp from drunken xvarts who got too close for their own

good many years ago.

Stunjelly: AC 8; MV nil; HD 4; hp 25; #AT 1; Dmg 2-8; SA paralysis; SD disguise; AL N; FF/84.

11. Blocked Passageway.

> Netting across the tunnel here hides a blockage in the passageway. Dry stones have been laid one on top of another in a tight-fitting pattern right up to the ceiling. Any chinks in the wall have been filled with shards of stone. The floor between the nets and the wall is heavy with dust and obviously hasn't been disturbed in a long time.

Many years ago, a colony of stirges invaded the xvarts' caves from outside. They took over most of the living area until they were driven by fire-wielding xvarts to the space now enclosed behind this wall. A natural chimney in the rock within their cave allows the stirges access to the outside world. For their own protection, the xvarts hung nets at intervals in the tunnels to prevent any new invasion by the stirges through some other unsuspected crack.

The PCs may imagine all kinds of things to be hidden behind the wall — from treasuries to tombs, or perhaps both. They're not far wrong as will be seen later.

Six character-hours of digging will create a crawl space into area 12. If the adventurers take time to accomplish this, they are trapped in the caves by the incoming tide, making escape by the front doors an impossibility. There is a chance, of course, that the PCs may discover the back exit at area 17.

While the PCs are working on the wall, roll 1d6 at the beginning of each hour. Groups of wandering monsters appear on a roll of 1-2. These consist of 3-6 male xvarts (60% chance) or 1-3 bugbears (40% chance). Conduct combat normally and don't worry if this throws off Zimik's estimate of how few xvarts or bugbears there are in the caves; count these as extras.

12. Lair of the Stirges.

> Removing the last of the stones allows a torchlight examination of what lies beyond the blockage. A short corridor extends to the limit of vision, opening into a larger cave. The floor is littered with bat guano, and the bats themselves hang upside down from crevices in the ceiling. A single shaft of sunlight [if the PCs are exploring the caves in the daytime] illuminates a pile of humanoid bones half buried in guano and dust. The bats appear disturbed at the sound of rocks being moved.

The creatures that appear from a distance to be bats are, in reality, stirges. There are 50 in all, who gain access to the cave via the narrow rock shaft above. Play this encounter carefully, as the stirges were all asleep when the PCs began their excavation and are now beginning to wake up. If the PCs make any further noise, there is a 75% chance that the stirges come fully awake and attack, especially if someone does something really stupid, like throwing a rock at the "bats." In this event, all hell will break lose, and 5-10 stirges per round will fly through the hole in the wall at the PCs!

The bones on the floor are those of half a dozen xvart heroes who fell in defense of Roarwater Caves while the passageways to this area were being blocked off. The bones show no signs of treasures of any kind. The only worthwhile find in this very dangerous area is the secret door to area 13 at the northern end of the cavern.

Stirges (50): AC 8; MV 3"/18"; HD 1+1; hp 5 each; #AT 1; Dmg 1-3; SA drain blood for 1-4 hp/round, attacks as 4-HD monster; AL N; MM1/92.

13. Secret Treasury.

> The secret door opens with some difficulty into a 10' × 10' area filled with dust motes and cobwebs. Moth-eaten remnants of animal skins and a few ceramic jars and bottles laid out in a ritual pattern indicate that this is some old, forgotten shrine. There are no idols or icons evident, though, making the nature of the deity a matter for conjecture. Beads, chains, and masks hang from the walls and the door.

PCs investigating these items may see a resemblance to the religious items worn by Zimik, the chief xvart shaman. This secret room was used by Zimik's predecessor before his departure for the afterlife following an ill-timed raid on the kobolds. The contents of the room have mainly religious significance and are of little use except to the current shaman, who is unaware of their existence. It might prove useful to take some of these items along, as the PCs will need as much bargaining power as they can get later.

A chain, made of alternating iron links and shrunken kobold heads, hangs on display against the north wall. A ceremonial staff wrapped in hide is, unfortunately, nonmagical and worth only 10 gp. One of the ceramic jars holds a 5-lb. quantity of gold nuggets to the value of 500 gp. Hidden under another hide is a *wand of magic missiles* (eight charges), unusual in the fact that it has its command word written along its length in magical script. A *read magic* spell deciphers the command "nuxol." The rest of the items in the various jars and bottles are unique and unusual spell components, ranging from "reground sand, extra fine" to a container of pitch, somehow dyed yellow (which explains the old xvart adage "as yellow as pitch").

14. More Sword Fodder. The corridor is once again narrowed by sharpened stakes protruding from the walls and floors. The chamber beyond is quiet, though small noises betray the presence of more xvarts. A male sentry atop the tall dividing wall sits with his legs dangling over the edge. Unless PCs scouting this area can *hide in shadows* or are *invisible,* the sentry sees them and raises the rest of the group to arms.

The chamber holds nine xvart males (who, if alerted, are preparing to fire slingstones at the adventurers) and nine xvart females (who will pass the ammunition for further volleys). All have standard arms and armor. The females fight only to protect the lives of their young, which number one per female. Use the statistics in "General Monster/NPC Statistics" to conduct this combat. Their treasure totals 35 sp.

15. Yet More Hack and Slay. The xvarts here number 16 fighting individuals (nine males and seven females) and nine noncombatant young. The procedures involved in bringing about their demise should be well practiced by the DM and PCs by now. Their treasure totals 32 sp.

16. Second Carrion Heap.

> This carrion heap stinks of waste from the xvart colony. Bones and excrement cover the area, which is also filled with a great deal of wood ash. All is still and quiet.

If the adventurers have already encountered the carrion crawlers at area 8, they may well be wary of a second rubbish heap. However, this area is quiet because no belligerent organisms abide here. A faint smell of wood smoke may be detected rising from the stairs to area 22.

17. Back Door to the Colony.

> Gruff voices can be heard along this corridor which leads into a small cavern. A draft blows down the slope, making your torches flicker.

Four bugbears guard the back door to Roarwater Caves. A pillar, formed by the merging of a stalagmite with the stalactite directly above, has been used as the core of a spiral staircase. The stairs lead to a trapdoor that emerges in bushes at the top of the cliff. Every round, up to 20 smaller-than-man-size beings or 10 man-size or larger beings may use the staircase. Keep this value in mind when reading "Timetable and Tactics."

If half the bugbears here are killed, the remainder hotfoot it through the trapdoor, not bothering to shut it behind them as they become mere dots on the horizon as quickly as possible. Just to be nasty, if the PCs attempt to do the same, the DM can arrange for them to encounter such a show of force from the conveniently arriving kobolds that they are obliged to return to the "safety" of the caves (see area 22 and "Timetable and Tactics" for details on the final conflict).

18. More Trouble: Another Shaman. Although there are only half a dozen xvarts in this room, one of them is Zimik's traitorous assistant, Brizol. If Brizol is killed, the remainder of the xvarts try a novel approach to the situation — they surrender. If the fight is obviously hopeless for the xvarts, Brizol attempts to surrender himself rather than be killed, offering whatever aid the PCs might need. He knows, for instance, that Kraglut and the remainder of his group are holed up in the common room (area 22). He also knows the location of the back door, and if he has not already used them on himself, he offers his spells to help the adventurers. Brizol has been trying to manipulate the bugbears for his own purposes, though this has proven difficult to do. Being preoccupied with other matters, he has not guessed that Zimik might be planning to eliminate him.

Brizol, xvart shaman: AC 6; MV 6"; HD 1 (equivalent to 2nd-level cleric); hp 8; #AT 1; Dmg by spell or weapon type; AL CE; W 11 (10% chance of spell failure); FF/96; horseman's mace, small wooden shield, studded leather armor; spells: *cause light wounds* and *cure light wounds*.

19. More Xvart Boats.

> Contained within each of the twin caverns off this corridor are a number of cockleshell boats similar to those used by the xvarts who vacated the caves earlier. Some appear to be seldom used, but most are fairly sound and seaworthy.

Burning the boats produces the usual noxious smoke, but hacking them up doesn't alert the xvarts and the bugbears, due to an unusual quirk in the acoustics of this area. Of course, the PCs won't be aware of this. In all, there are 40 boats remaining in this area.

20. The Brine Pools. The temperature drops with the slope toward these pools. Looking southward, the PCs can see a large cave filled with a deep pool of seawater. Although this area is unaffected by the tides (its salinity comes from the rock of the caves), it may prompt the adventurers to return to the cave's front entrance — possibly to discover that it is now underwater.

There is little of interest here other than the reflected torchlight that illuminates the southeast wall of the cave. This light comes from the common room (area 22).

21. Deserted Defensive Position.

> The corridor opens out into a cavern containing another of the now-familiar stockades. It looks deserted, but wood smoke drifts up from an opening in the rock wall just visible behind the fencing.

For once, the stockade is actually deserted. Once the other xvarts left on their "fishing trip," Kraglut ordered the withdrawal of the remaining xvarts and bugbears to the common room (area 22) to await the feast promised them. If the PCs have made a lot of noise while exterminating the other inhabitants of the caves, Kraglut is even more convinced that area 22 is the best place to mount a last defense.

22. The Common Room. This is the room in which most of the xvarts usually live. It is a huge, smoky cavern with many shadowy recesses, lit by torches and heated by a random assortment of wood fires.

Here, 24 surviving xvarts (13 male, 8 female, and 3 young) are holed up here along with Kraglut and five bugbears. If the party has Brizol in its company, there is a 25% chance he can convince the remaining xvarts to surrender and abandon the bugbears. In any case, he will not fight against members of his own tribe unless they are in Zimik's faction.

If the players usually use miniatures, a set of dungeon floor plans or a map drawn to 25mm scale would be very useful to choreograph the next few scenes.

Assign random positions to the bugbears and the xvarts within the security of the stockades shown on the map. The general tactics of the inhabitants are to sit tight in their bunkers and discourage any charges by concentrated missile fire from all stockades within range. Arcs of fire and individual ranges may be determined by DM decisions with reference to the map. Note the armor-class bonuses against missile fire under "Roarwater Caves."

Kraglut is no hero and won't allow any sallying forth by his troops in case he should be suddenly left alone with adventurers who might turn out to be as powerful as his imagination has already made them. All bugbears here stay as close to Kraglut as they can.

For their part, the PCs may not like the idea of attacking nine apparently well-garrisoned stockades, even if only a handful of the tribe is still active. However, more is about to occur. . . .

Timetable and Tactics

The DM should keep careful track of the time once the PCs arrive at Roarwater Caves. First, the movements of the tides are critical in determining if anyone can leave by the front door. For what it's worth, no one else will be entering the complex from the seaside entrance during this adventure (unless the PCs left an ally or two on the cliffs).

Second, the arrival of a kobold commando force is imminent. Xvart scouts have successfully led a small army directly to the Roarwater Caves, though this action unfortunately cost the two scouts their lives. Forty normal male kobolds, armed and armored as noted in "General Monster/NPC Statistics," discover the surface trapdoor leading to area 17. This force is led by one leader kobold, Shtaka, and his two bodyguards, who orders the 40 troops in his command to enter the caves and slay every living being within (with the leader and guards coming at the rear to properly direct the action).

The DM may wait until either the PCs arrive at area 22 and have fought for 5-10 rounds, or else have the kobolds arrive one hour after the PCs enter the caves, no matter where they are at that time. Once they pour into the caves, the kobolds attack everyone in area 17, then split into two groups and head both left and right as they leave the area. One guard accompanies the left-hand group; Shtaka and the other guard lead the second group to the right toward area 22 (at the rear, as always).

The kobolds bypass all nets by crawling under them at full speed. One group may become involved in melee with xvarts in areas 14, 15, and 18 (unless the PCs eliminated the xvarts there, in which case the kobolds head for area 22). The other kobold group heads directly for the eastern entrances of area 22, splitting again into two roughly-equal teams.

Having watched the messy demise of his two scouts at the top of the cliffs, Zimik orders the return of his seaborne force to Roarwater Caves at full speed. Twenty minutes (rounds) after the last kobolds enter the caves, the xvarts hit the beach and head for the (unguarded) trapdoor. Zimik leads 40 males, 36 females, and 19 young (who stay outside as guards) to the caves, with orders to slay every kobold and bugbear in sight — but killing no xvarts except Brizol, whose slayer will be elevated to a hero's position in the tribe, and no adventurers (if this can be avoided). Xvarts in the caves willingly rejoin Zimik's faction if Brizol and the bugbears are slain.

Weakened by their adventure in the caves, the row with the bugbears, and the unexpected kobold attack, the PCs should welcome the arrival of the xvarts from the beach. Unfortunately, if the PCs are especially weakened (one-third or more unconscious or low on hit points), the shaman will hold them for ransom rather than allow them to leave on their own — claiming that they are being held for their own medical protection, of course, while he locates the names of their next-of-kin. If the PCs are strong, he may let them go (without the magical ring, of course), or they may have to fight their way out (DM's option). The final "act" of this scenario should be as chaotic and fast-moving as the DM can manage, to make the outcome as much of a surprise for the PCs as they can handle. They will certainly dislike the idea of dealing with treacherous xvarts ever again! There is even a possibility that Kraglut escapes through the brine cave (area 20) using his *ring of water walking*.

Concluding the Adventure

If Zimik's plan was successful, he ransoms the lives of the PCs for the magical ring (if Kraglut hasn't escaped with it) and all the magical items they possess. As he is really a generous being at heart (for a xvart), Zimik allows the PCs to keep any monetary treasure. If Kraglut has escaped with the ring, though, Zimik demands the party's cash as well (as compensation for all the damage done to the caves).

The adventurers may well have managed to come up with something that gives them a better chance of defeating their foes. Any genuinely original ideas which might work should be looked upon by the DM in a favorable light. If Zimik appears to be losing face in front of his tribe, he may be more open to negotiation. If the PCs are in possession of the religious artifacts from area 13 and use them as bargaining material, their position is strengthened even further.

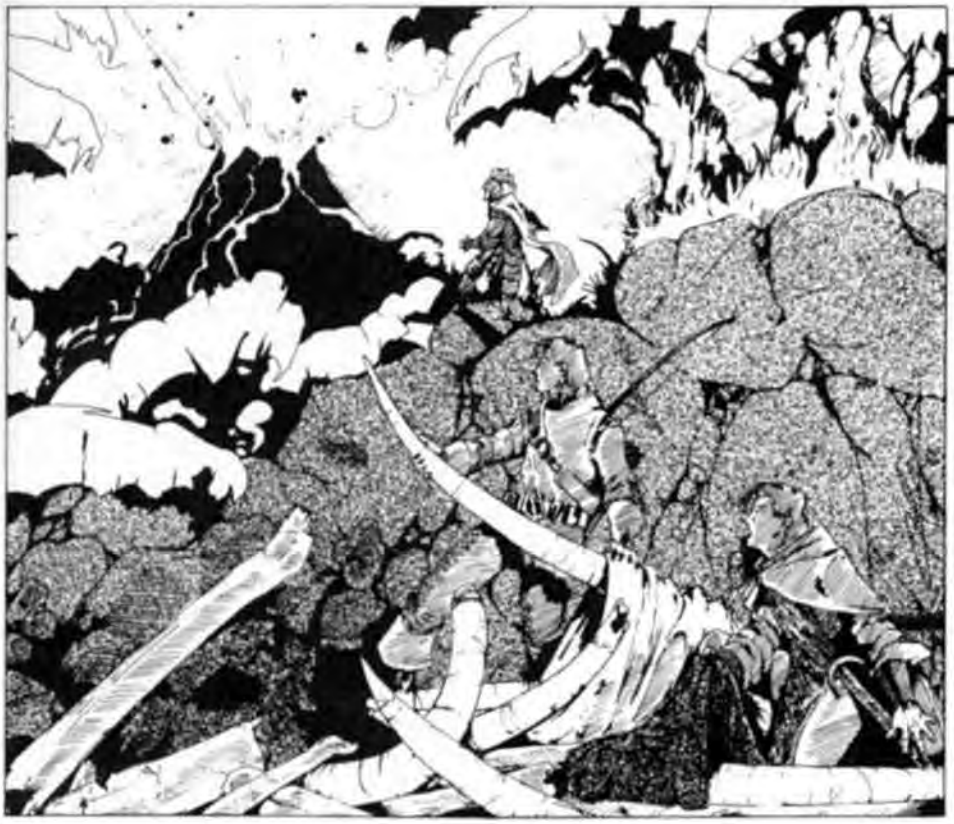
A few further adventures may suggest themselves, depending on how well the PCs came out of the main adventure.

— If the PCs return to recover any items stolen from them when Zimik reneged on his agreement, they discover the clever xvarts have invented a new defensive measure: a wooden water wheel which pumps jets of water into the faces of attackers, doing little damage but knocking them down. How will the PCs get around this one?

— The discovery of the stolen rowboats in Roarwater Caves points an accusing finger at the fisherman Delbar. Can the PCs come up with further proof of Delbar's guilt in numerous shady deals?

— "Torture while the iron is hot" is another old xvartish saying. If, by some chance, the PCs have come to an amicable agreement with Zimik, he suggests that they cooperate to eradicate the kobolds while they are still reeling from their botched raid on Roarwater Caves. But are Zimik and the xvarts to be trusted?

— An especially low tide reveals the masts of an old, wrecked merchant ship, the *Maelstrom*. Perhaps some form of treasure and danger await the adventurers in their exploration of Roarwater Bay — and perhaps the xvarts want the ship's treasures as well. Ω



THE ELEPHANTS' GRAVEYARD

BY DAVID HOWERY

Travel broadens the mind — if you survive it.

Artwork by John Paul Leon

David Howery is 28 years old and has lived in Dillon, Montana for most of his life. He has a B.S. degree in range management from Montana State University, which is also where he got hooked on the AD&D® game. David spends very little time gaming these days but still keeps up with developments in the field. He has had numerous articles published in DRAGON® Magazine. This is his second appearance in DUNGEON® Adventures.

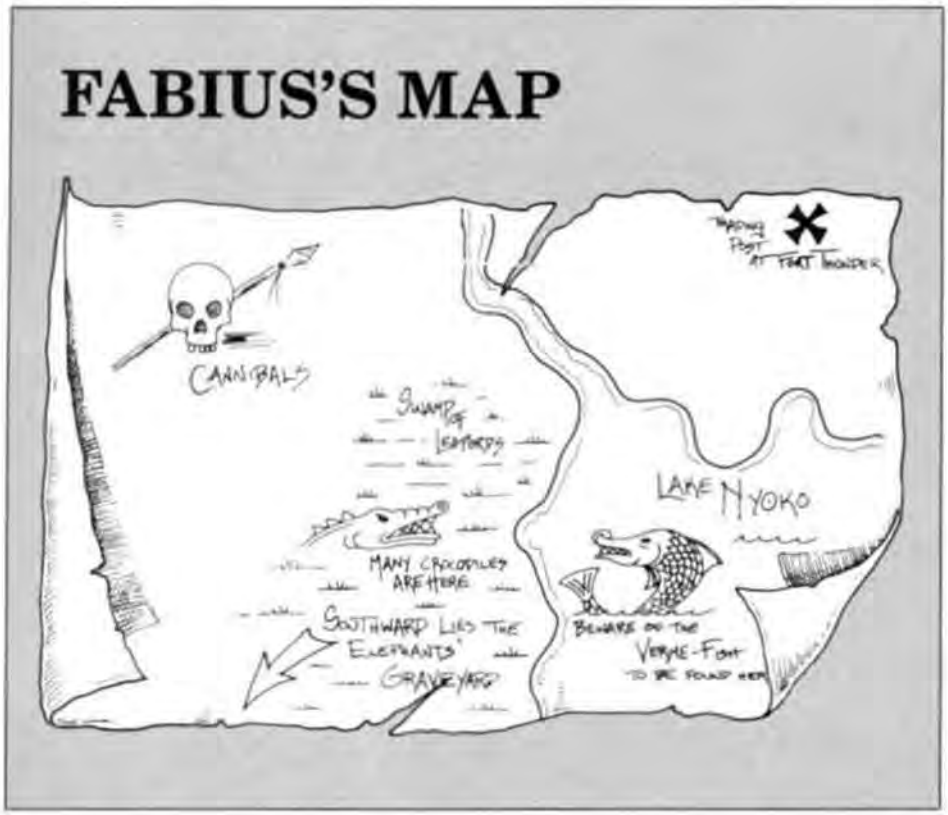
"The Elephants' Graveyard" is an AD&D module for 5-8 characters of levels 5-7 and of nonevil alignments. There should be a druid or cleric and several fighters in the party. The adventure can take place in any jungle in the DM's world; the Amedio Jungle or Hepmonaland are suggested in the WORLD OF GREYHAWK® setting. The *Wilderness Survival Guide* is needed to run this adventure.

For the Player Characters

The vast jungle to the far south is a place of mystery and danger that has lured adventurers for centuries. Many tales are told of it: lost cities, lakes filled with fanged monsters, swamps reeking with muck and disease, and hidden treasure troves of ivory and jewels. The dangers of the jungle are also well known: lions, leopards, rhinos, and snakes, to name only a few of the mundane ones. Fierce tribes of Kanakre cannibals and Ngoto headhunters prowl the interior, but the worst threats are deadly tropical diseases that can slay the strongest warrior in only a few days. In spite of these dangers, many adventurers have sought their fortunes in the jungle, and many have vanished. Normally, you and your companions would not consider journeying to such a place — at least not without a very good reason.

While relaxing in your home city between adventures, a young street urchin brings you a message from Fabius, a well-respected sage who studies mythology and folklore. Fabius asks that you meet him at his home this evening about a matter of utmost importance. After gathering you all together in his small study, the sage pours cups of steaming tea and begins to speak:

"There is a legend that comes from the natives of the jungle far to the south. Somewhere in the depths of the



jungle, as travelers tell the story, lies a sunken valley surrounded by high cliffs. There is only one way, a secret way, into this valley. For millenia, the valley has been inhabited by a spirit of nature attuned to elephants. The spirit causes the area to mystically attract those huge beasts; aged or maimed pachyderms make one final journey to the valley, and there they die. As a result, the valley floor is covered with thousands of huge skulls, massive ribs, and giant tusks. A fortune in ivory awaits those who can find this hidden valley — the Elephants' Graveyard.

"I have spent much of my life researching this legend, and still I have little to show for it. I do know that the Elephants' Graveyard must be somewhere southwest of the wilderness trading post called Fort Thunder, and I have learned that a tribe of people dwell in the legendary valley. These natives, the Armecs, are said to have a temple filled with powerful magical items and dedicated to the elephant spirit. But most important, my research has uncovered two halves of a crude, ancient map drawn by adventurers who claimed to have actually entered the graveyard. The accuracy of this map cannot be verified, but it may be important in locating the valley.

"Unfortunately, the bottom half of the map — the section that showed the purported location of the Elephants' Graveyard — was stolen this week by thieves in this city. I fear that the map will be used by evil men to acquire the powerful magic in the Armec temple. Here, for the sake of all good, take the remaining section and find the Elephants' Graveyard. Go quickly, before other, less benevolent expeditions can be formed. All I ask is a chance to have and study any strange magical items you find; all else there is yours, if you can keep it."

Fabius suggests you travel to Fort Thunder, the farthest outpost of civilization before entering the jungle. There, you can put together a train of pack animals and outfit an expedition into the jungle. From what Fabius remembers of the missing lower half of the map, he counsels you to strike out southwest from Fort Thunder in search of the Elephants' Graveyard. If the Armec temple exists, you are to search it, remove any magical items before others can get there, and bring the items to Fabius. The pack animals can be used to bring out loads of valuable ivory, yours to keep as Fabius has no interest in it and cannot pay you in any other way for your services.

This is an ambitious and dangerous plan, but success will bring great rewards. Once you arrive at Fort Thunder, you can complete your preparations and begin your quest.

For the Dungeon Master

If the PCs check on the value of ivory, they learn that one-quarter pound of elephant ivory in good condition is worth 1 gp (*Monster Manual*, page 38). A single tusk could thus bring 100-600 gp, depending on its size.

The adventure begins with the PCs arriving at Fort Thunder. They have Fabius's remaining map (which you can copy or trace for the PCs), but that is all the help he can give them. The adventurers are on their own to prepare for the coming jungle trek. Further discussions with Fabius and preparations are to be worked out as the DM desires.

Fabius, the sage: AC 10; MV 12"; hp 19; hp 29; #AT nil (unarmed); S 10, I 17, W 15, D 9, C 10, Ch 10, Co 9; AL NG; major field: humankind (legends & folklore, theology & myth); minor field: fauna (mammals, especially elephants); spells: *comprehend languages, detect evil, dispel magic, remove curse.*

Fort Thunder is a small walled trading post set on the edge of the jungle. The PCs can buy any standard items in the fort's many inns, shops, and markets. About 1,500 civilians and 500 soldiers live in Fort Thunder, which exists for the benefit of the ivory and spice traders whose caravans enter and leave every week.

The number of pack animals that the party takes along will probably determine how successful they will be. All livestock not born and raised in this region has a 10% chance per week of catching a virulent form of hoof-and-mouth disease. Unless magically cured, the animal dies in 2-5 days. The PCs can buy livestock in Fort Thunder at the following prices:

pack horse, 30 gp (same statistics as wild horse)
pack mule, 25 gp
pony, 20 gp
donkey, 10 gp (same statistics as pony)

water buffalo, 50 gp (very docile; same statistics as wild buffalo, but treated as a yak for encumbrance purposes; see the *WSG*, page 32)

Obviously, this adventure requires some bookkeeping. Players should note exactly what is being carried on each animal and which characters are leading which beasts.

There are many natives at Fort Thunder who are skilled at jungle expeditions. The following can be hired on each expedition, as described in the *Dungeon Masters Guide*, pages 28-29:

bearers/porters, up to 50
linkboys, up to 5
pack handlers, up to 20
valets/lackeys, up to 10

If more than 10 native hirelings are taken along, one of them is a village headman, who is equal to a captain (see the *DMG*, page 30).

The Wilderness

The jungle south of Fort Thunder is dense rain forest broken by many small grassy clearings. The climate is hot and humid. Thousands of monkeys, birds, and small antelope are everywhere, and insects are a continual irritation.

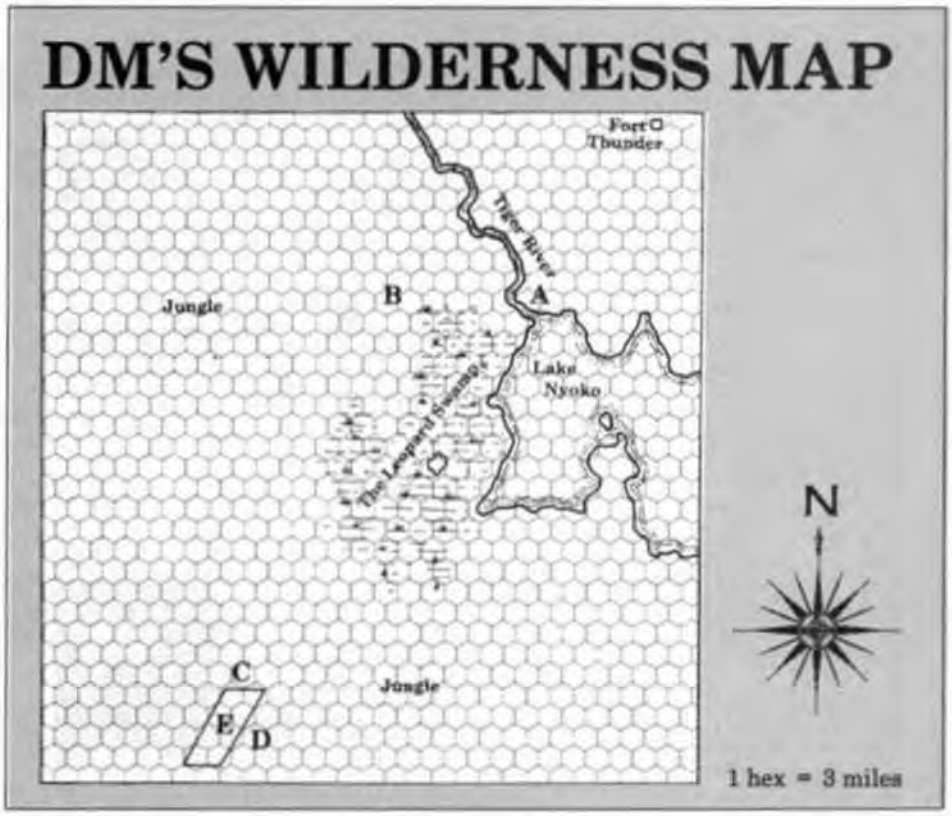
Twenty-five miles south of Fort Thunder lies Lake Nyoko, a broad but fairly shallow expanse of water. Its shores are swampy and bordered with thick stands of reeds. Several small islands can be seen on the lake's surface.

The Tiger River flows southeast, entering Lake Nyoko at its northwest corner. The river is shallow and fast-flowing, and it has many fords that are passable (1-2 in every river hex on the wilderness map). The Tiger's banks are thick with vegetation.

The Leopard Swamp borders Lake Nyoko on the west. Its dismal, thick vapors harbor millions of gnats and mosquitos. Dripping moss hangs from dark tree limbs, and loud bellowing and grunting can be heard continually.

There are many sections of the *WSG* which can be used for this adventure. When using the hunting, foraging, and water-locating charts on pages 50-60 of that book, the terrain is tropical jungle or swamp, and the season is summer. Fishing is always good, and several of the animals that may be encountered randomly can serve as food (buffalo, wart hogs, etc.).

Movement: The movement rate of the party is as noted in the *WSG*, pages 30-33, and depends on the PCs' and animals' encumbrances. The terrain is rugged for jungle and very rugged for swamp. The PCs cannot ride their mounts due to the dense jungle; they must walk and lead the pack animals. Flying PCs cannot see many details on the ground and may miss the temple entirely.



Disease: People who are not native to the jungle run the risk of coming down with *jungle fever*, a virulent disease in addition to any others inflicted on the PCs from the *Dungeon Masters Guide*, pages 13-14. There is a 5% chance each day for each PC to catch the disease (paladins and monks above 4th level are immune). The chance of disease increases to 10% if the PCs travel through a swamp. Diseased PCs lose two points each of strength and constitution each day. Fighters with 18/01 or better strength are reduced to 17 strength on the first day. The loss of strength is noticed only when something strenuous is attempted (heavy lifting or melee combat, for example). When either a PC's strength or constitution drops below three points, he must make a *system-shock survival* roll based on his original (unreduced) constitution. If the roll is successful, the fever breaks and the characteristics-point losses cease. If the roll fails, the PC slips into a coma (with effectively 1 hp) and dies when either his strength or constitution fall to zero or below. A *heal* or *cure disease* spell breaks the fever at any time. Once the fever is broken, the PC recovers two points each of strength and constitution for each full day of rest. If a PC recovers from jungle fever without the aid of magic, he is immune to the disease for the rest of his life; magical cures give only one month's immunity.

Encounters: Check for random encounters six times every day in the rain forest or in the swamp. Each check should come at roughly four-hour intervals starting at midnight, as per the *DMG*, page 47. There is a 1 in 12 chance of an encounter on each roll. There are separate encounter tables for jungle hexes, swamp hexes, riverbanks and lake shores, and water encounters.

Random Encounter Tables

Jungle Encounters

1d20	Encounter
1	Apes, carnivorous (2-5)
2	Apes, gorillas (2-8)
3	Baboons (5-20 plus 2-8 large males)
4	Boars, warthog (1-6)
5	Buffalo (4-24)
6	Cannibals, Kanakre* (11-20 plus war chief)
7	Centipede, huge
8	Elephants* (1-12)
9	Headhunters, Ngoto* (11-20 plus war chief)
10	Hyenas (2-12)
11	Jaguars (1-2)
12	Leopards (1-2)
13	Lions (2-5 males plus 3-9 females)
14	Rhinoceroses, two-horned (1-4)
15	Scorpion, large
16	Scorpion, huge
17	Snake, constrictor
18	Snake, poisonous
19	Spiders, large (1-8)
20	Tigers (1-2)

Swamp Encounters

1d10	Encounter
1	Babblers (1-4)
2	Bullywugs (21-30 plus leader)
3-4	Crocodiles (2-12)
5	Dragonflies, giant (1-6)
6	Frogs, giant, 3 HD (2-12)
7	Frogs, poisonous (2-8)
8	Lizards, giant (2-5)
9	Lizard men (11-20)
10	Snake, poisonous

Riverbank and Lakeshore Encounters

1d4	Encounter
1	Crocodiles (2-12)
2	Hippopotami (1-3 males plus 2-12 females)
3	Roll on Jungle Encounters table.
4	Roll on Swamp Encounters table.

Water Encounters

1d8	Encounter
1	Beetles, giant water (2-5)
2	Catfish, giant
3	Crabs, giant (1-4)
4	Crayfish, giant (1-4)
5	Electric eel
6-7	Gar, giant
8	Piranha (quippers) (21-40)

*See explanation at right.

Carnivores are sure to frighten the pack animals. If not restrained, pack animals try to run away. Carnivores that surprise the party are 80% likely to try to kill an animal and run away with it. Creatures like hyenas try to grab small edible items (including gnomes and halflings) and run away with them.

Encounters marked with asterisks (*) are explained further below, and all statistics appear in the Random Monster Statistics Table at the end of the adventure.

Kanakre cannibals: All of these tribesmen are barbarians, as per *Unearthed Arcana*, pages 18-21, in all respects. Tertiary skills are as per barbarians from the Amedio Jungle or Hepmonaland (*Unearthed Arcana*, page 20). Bonuses to saving throws, movement, and armor class, as well as other skills and combat abilities, should be carefully checked and noted. Assume each warrior has a strength and constitution of 15 and a dexterity of 14, with other characteristics equal to 11 (unless otherwise noted). Kanakre cannibals use darts, blowguns, small axes, knives, spears, and war clubs; they also use poison, but only on their blowgun darts. None of them use armor, but all have long oval shields covered with tiger skin. These chaotic-evil natives always try to capture the PCs alive, holding them for ritual sacrifice 1-3 days later. Pack animals are killed and left behind. If the war chief or half the warriors are killed, the rest immediately withdraw but may leave a scout to watch the PCs.

Elephant: If only one animal is encountered, there is a 50% chance that it is an old beast on its way to the Elephants' Graveyard. The PCs can follow it there if they keep at a reasonable distance (about 240 yards).

Ngoto headhunters: These tribesmen are also barbarians and are identical to Kanakre cannibals in statistics, except that the Ngoto are chaotic neutral, use javelins and short bows (with 12 arrows) instead of spears and blowguns, and carry long oval shields covered with zebra skins. All immediately attack and try to kill the entire party. The war chief and half the warriors must be slain before the others will withdraw; however, a second attack is almost guaranteed in 1-3 days by a force double in size to the defeated one. If the second force is defeated, the Ngoto allow their opponents to pass — this time.

Set Encounters

A. Evil Party.

As you push and hack your way through the dense jungle, you suddenly come upon a small group of people camped in a clearing among the trees. A man and woman in leather armor, apparently twins, stand guard, while a large man in plate mail and a small bearded man wearing a red robe rest on the ground. Two others lie beside them. One man appears to be very sick — pale, weak, and unconscious. The other person is completely covered with a blanket, obviously dead.

This party of evil adventurers is also searching for the Elephants' Graveyard. The twins, Jakk and Janna, are the very thieves who stole the bottom half of Fabius's map. Once in possession of this information, they immediately gathered their companions and set out in search of the hidden valley. Their luck, however, has been bad. One of their fighters was immediately stricken with jungle fever; he is now in a coma and near death. Later, the group was ambushed by a party of Kanakre cannibals; their cleric (the body under the blanket) was killed, and the pack horses were cut loose and driven off. After these disasters, the survivors have decided to camp and rest a while before heading back to Fort Thunder and outfitting another expedition.

These people are desperate and greatly desire to get their hands on the party's horses and food. They pretend to be friendly and claim to be a lost hunting party from Fort Thunder. If they identify a cleric in the PC party, they ask for a cure for the fighter Ark. If the PCs mention the Elephants' Graveyard, the evil ones ask to join up with them; there is safety in numbers, but when the graveyard is found, the evil ones try to eliminate the party and claim the ivory for themselves.

At some convenient time, either at the camp or in company with the PCs on the road, the evil band tries to eliminate the adventurers by a quick attack with weapons and spells. The ambush begins with Mofti casting a *web* spell over all the PCs he can cover. The thief twins attack other PCs from behind, and Charl engages one of the group's fighters. Mofti uses his spells wisely throughout the combat. If three or more of the evil ones are slain, the rest flee.

Mofti carries the map stolen from Fabius in his pouch. If captured, he attempts to barter it for his safety. (The DM can copy or trace Mofti's map for the PCs.)

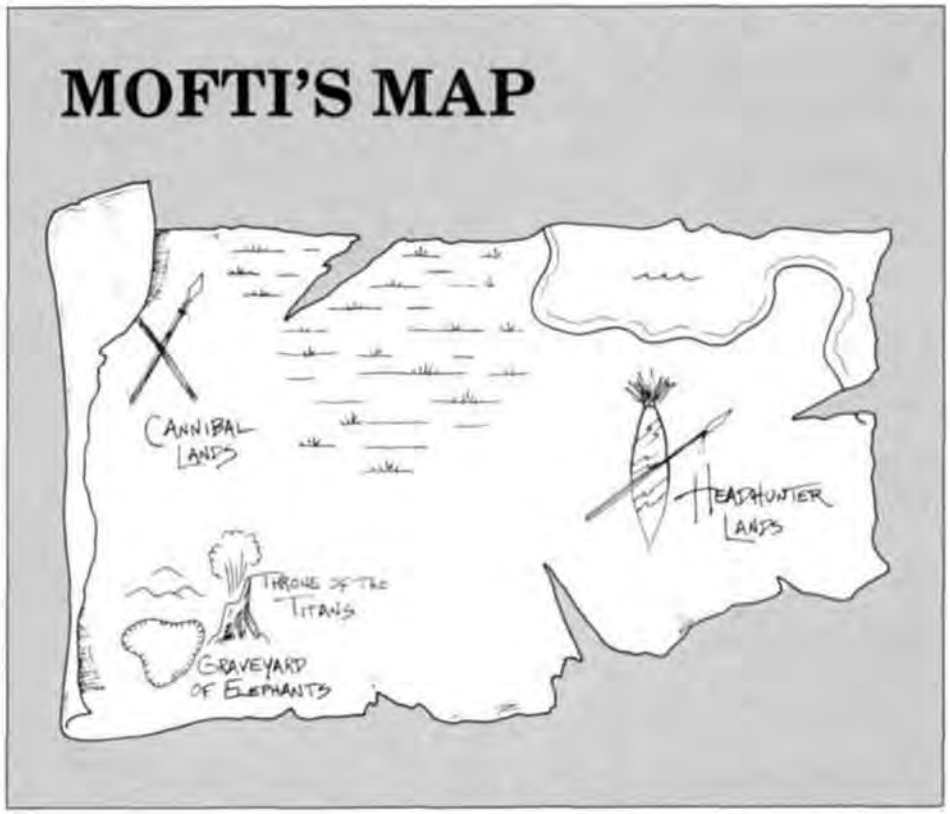
Jakk: AC 4; MV 12"; T5; hp 25; #AT 1; Dmg by weapon type; S 12, I 14, W 11, D 17, C 15, Ch 14, Co 17; AL NE; long sword, short bow, 12 arrows, *ring of protection +1*, 27 gp.

Janna: AC 4; MV 12"; T5; hp 24; #AT 1, Dmg by weapon type; S 12, I 13, W 12, D 18, C 14, Ch 17, Co 17; AL NE; short sword, short bow, 12 arrows, *dagger +2*, 30 gp.

Charl: AC 2; MV 6"; F7; hp 65; #AT 2; Dmg by weapon type; S 18/56, I 10, W 12, D 12, C 17, Ch 11, Co 10; AL CE; plate mail, shield, *ring of fire resistance, broad sword +1* (double specialization), 11 gp.

Mofti: AC 8; MV 12"; MU8; hp 35; #AT 1; Dmg by spell or weapon type; S 10, I 16, W 12, D 16, C 15, Ch 13, Co 14; AL NE; quarterstaff, *wand of paralyzation* (10 charges), *ring of wizardry* (doubles the number of third-level spells), 80 gp; spells: *burning hands, charm person, magic missile, sleep, invisibility, mirror image, web, fireball, haste, hold person, lightning bolt, protection from normal missiles, suggestion, Evard's black tentacles, wall of fire;* has traveling spell book with all of the above, plus *read magic* and *write.*

Ark: AC 4 (10); MV 9" (nil); F6; hp 59 (1); #AT 1 (nil); Dmg by weapon type; S 17 (1), I 10, W 11, D 12, C 18 (2), Ch 10, Co 11, AL NE; unused equipment: chain mail, shield, long sword (specialization), 50 gp. Ark has jungle fever; the statistics in parentheses reflect the debilitating effects of this disease. He has one day to live.



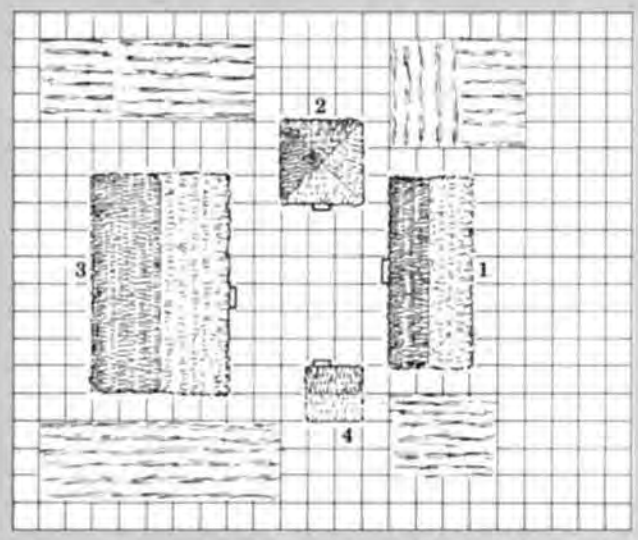
B. Cannibal Attack.

As you skirt the north edge of Leopard Swamp, you hear loud noises in the distance ahead. The still, humid air carries the sounds of war cries, screams of pain, and shouted commands.

If the PCs do not want to investigate the noises, they can easily steer clear of this encounter. If they decide to get involved, read the following:

Moving through the trees toward the noises, you come to the edge of a small clearing. In the center of the open area, many native warriors are attacking a small group of well-equipped men. The natives wield spears, blowguns, and large oval shields covered with tiger skin. The besieged men have thrown up a grisly barricade of horse and human corpses, and are firing crossbows at the natives. As you watch, the natives suddenly pull back to regroup.

ARMEC VILLAGE
Area C



The natives are a raiding party of Kanakre cannibals who have come up from the south. The besieged men are the survivors of an elephant-hunting expedition, a mixed group of men from Fort Thunder and hired native bearers. Their leader is a carefree adventurer named Drake. The Kanakres ambushed the hunters as they entered the clearing, but the surprise was not complete, and the survivors were able to set up a good defense. So far, the hunters' light crossbows have managed to hold off the Kanakre charges.

Eight Kanakre warriors are dead, and the rest are furious. As their attention is focused on the hunters, the cannibals will not notice the PCs if they remain in hiding.

If the PCs decide to attack the cannibals, they are 50% likely to completely surprise them. The Kanakres flee if both their leaders and 15 men are killed, or if 30 men are killed. The hunters' native bearers flee if Drake is killed, but the remaining men fight stubbornly to the end.

Each Kanakre has 1-3 gold nuggets (worth 5 gp each) but no other treasure. The Kanakre war chief has seven gold nuggets, and the shaman (cleric) has four. The hunters and their native bearers are not carrying any treasure.

If the party manages to drive off the Kanakres, Drake is extremely grateful and gives them seven pack horses, four large elephant tusks (worth 500 gp each), eight smaller tusks (worth 200 gp each), and 20 units of iron rations. The hunters keep four pack horses and six tusks (worth 300 gp each) and immediately return to Fort Thunder. Although grateful, none of the hunters wishes to travel with the PCs, preferring to head for safety.

Kanakre war chief: AC 5; MV 15"; B5; hp 48; #AT 1; Dmg by weapon type; S 17, I 13, W 11, D 16, C 15, Ch 12, Co 10; AL CE; spear, large shield, war club, small axe.

Kanakre shaman: AC 9; MV 12"; C4; hp 25; #AT 1; Dmg by spell or weapon type; S 16, I 13, W 15, D 14, C 16, Ch 14, Co 12; AL CE; shield, war club; spells: *bless, cure light wounds* (×2), *darkness, magic stone, chant, dust devil, hold person.*

Kanakre skirmishers (15): AC 10; MV 15"; B1; hp 8 (×8), 7 (×7); #AT 1; Dmg by weapon type; AL CE; knife, blowgun, four poisoned darts (save vs. poison or die).

Kanakre warriors (30): AC 9; MV 15"; B1; hp 10 (×5), 9 (×10), 8 (×10), 7 (×5); #AT 1; Dmg by weapon type; AL CE; spear, large shield, war club.

Drake: AC 3; MV 12"; F8; hp 48; #AT 2 (sword) or 1 (crossbow); Dmg by weapon type; S 16, I 14, W 12, D 15, C 15, Ch 14, Co 16; AL CG; light crossbow, 12 bolts, *long sword +1* (double specialization), *chain mail +1*, 40 gp.

Hunters (12): AC 7; MV 9"; zero-level humans; hp 5 (×3), 4 (×7), 3 (×2); #AT 1; Dmg by weapon type; AL N; studded leather armor, light crossbows, 20 bolts, broad swords.

Native bearers (21): AC 8; MV 12"; zero-level humans; hp 5 (×11), 4 (×10); #AT 1; Dmg by weapon type; AL N; leather armor, light crossbows, 12 bolts, scimitars.

C. Armec Village.

A small village stands in the center of this clearing, but it is quite different from the normal native collections of thatched huts. The four buildings here are made of stone, and the people seem to be of a different stock than those native to these jungles. The villagers' dress and architecture are of an archaic style. Several struggling gardens surround the town.

These villagers are the Armecs. They were driven from their home in the Elephants' Graveyard many years ago. Now, they eke out a precarious existence here in the jungle.

If the PCs approach the village openly, sentries sound the alarm. The women and children all go to the meeting hall (area 1), while the warriors form a line between the village and the intruders. When the Armecs realize that the PCs are not jungle natives, they hold their positions while their chief, Hamar, and his advisor, Shalo, walk out to parlay.

If the party attacks, the Armecs fight a retreating battle into the meeting hall and make a last stand there. If the PCs offer friendship, the Armecs invite them into the village and treat them to a feast. During the festivities, the PCs can gather the following information if they ask a few questions:

The Armecs originally lived far to the north in a much colder land. They were defeated by another tribe and forced to

flee. Their last hero, Arm, led the Armecs deep into the jungle where, after many weeks of hardship, they discovered the hidden valley where elephants go to die. The valley's nature spirit revealed itself to Arm and led him to the shores of a lake. The spirit decreed that the Armecs should build a temple there, and it gave Arm the laws of worship. Many generations of Armecs lived peacefully in that temple.

Then, in the time of the current Armecs' fathers' fathers' fathers, a man called Honapo became high priest. He was a restless man, often roaming into the jungle outside the valley. On one fateful day, Honapo returned from a journey, filled with madness. He entered the temple and, swinging a huge ivory mace, struck down many of the Armecs. Only those who quickly ran outside escaped. At last, Honapo locked the doors of the temple, with himself inside. That is the last any Armec ever heard of Honapo, as no one has since entered the temple. The Armecs, feeling that they had failed the elephant spirit in some way, left the valley to make a home for themselves in the jungle. Their numbers grow smaller with each generation.

The Armecs can provide a guide to the tunnel entrance to the Elephants' Graveyard. No Armec will go into the valley, as they think that the spirit has cursed them. Neither can any living Armec draw a map of the valley's interior. In return for the guide, the Armecs ask the PCs to search the temple and return to them their staff of rulership and the high priest's master spell book — requests which may be in conflict with those of the sage Fabius, who might also want those items.

The Armecs are extremely poor. Their total treasure is gathered in the chief's hut, in a locked chest, and Hamar has the key. The treasure includes 200 gp of ancient coinage, a pair of matched emeralds (worth 200 gp each) and 14 uncut gems (worth 10 gp each).

All of the village buildings are made of stone blocks and stand 10' high. The furnishings are somewhat crude but are usable. There are no windows, but each wall is pierced by two arrow slits for use with atlatls. Thus, each building can be turned into a fortress if necessary.

South of the village, the land rises into low hills until it reaches the north edge of the Elephants' Graveyard. In the side of one hill, a large cave marks the beginning of a tunnel which leads into the hidden valley. The tunnel runs straight for one mile, sloping gently downward, until it exits onto the valley floor. The tunnel can be found by the PCs after half a day of searching, or the Armecs can lead them straight to it. The PCs will note that the tunnel is easily large enough for an elephant's passage.

Hamar, Armec chief: AC 4; MV 9"; F5; hp 29; #AT 3/2; Dmg by weapon type; S 17, I 15, W 13, D 16, C 14, Ch 15, Co 11; AL LN; studded leather armor, shield, *khopesh +1* (double specialization), dagger.

Shalo: AC 10; MV 12"; MU4; hp 12; #AT 1; Dmg by spell or weapon type; S 11, I 17, W 14, D 12, C 15, Ch 10, Co 10; AL LN; dagger, very old spell book (contains all memorized spells plus *read magic* and *write);* spells: *detect magic, light, shield, know alignment, ESP.*

Armec warriors (11): AC 6; MV 9"; F1; hp 6; #AT 3/2 (khopesh) or 1 (javelin); Dmg by weapon type; AL LN; studded leather armor, shield, atlatl, two javelins, khopesh (specialization).

Armec women (17): AC 10; MV 12"; zero-level humans; hp 3 each; #AT 1; Dmg by weapon type; AL LN; club.

Armec children (9): AC 10; MV 12"; zero-level humans; hp 2 each; #AT nil (unarmed); AL LN.

C1. Meeting Hall. A long table with 30 chairs set around it stands in this building. The Armecs use this building for tribal discussions.

C2. Hamar's House. The chief, his wife, and their two children live here. In addition to the chest mentioned previously, the building holds three beds, a pantry, a cupboard, and a crude chest full of clothing.

C3. Communal Quarters. This large building is set aside for the warriors and their families. The building is divided into many small cubicles for privacy. Food and other mundane supplies are also kept here.

C4. Shalo's House. This building is occupied by Hamar's advisor, Shalo, and one woman servant. It contains two cots, a cupboard, and a writing table.

D. The Throne of the Titans. A large volcano looms over the Elephants' Graveyard. About 200 yards of level ground separate the bottom slope of the volcano from the lip of the hidden valley. The volcano is easily the tallest thing around for miles. It can be seen by the PCs whenever they come within 18 miles of area D.

The west side of the volcano's cone is broken and ragged. It looks much like a colossal throne when seen from the north, south, or west. In fact, the Armecs named this volcano the Throne of the Titans, and this is the name marked on the stolen map held by Mofti (area A). The PCs can use the volcano as a guide to the valley if they have Mofti's map to provide the clue.

The volcano has been dormant for centuries but is slowly becoming active again. Occasionally, lava shifting in the cone causes small earth tremors or fountains of ash to spew out of the top. The volcano will erupt in a week or less; see "Concluding the Adventure" for notes on this event.

E. The Elephants' Graveyard. The Elephants' Graveyard is a sunken valley surrounded by weathered and crumbling cliff walls 250-300' high. The walls cannot be climbed; thieves and barbarians will recognize this fact. If the PCs insist on trying to climb down, they take 20d6 hp falling damage. If the adventurers have some means of flying, they can descend into the valley with no problems. The only way to walk into the valley is through the hidden tunnel at the north end.

If the PCs approach the graveyard from any direction other than north, they come out of the jungle only a few yards before tumbling over the rim of the valley. What they see as they look down depends on where they stand.

There are only a few animals in the lost valley, mostly scavengers. Roll for random encounters once for every six hours spent in the valley, with a 1 in 8 chance of an encounter. Those encounters marked with asterisks (*) are explained later.

Elephants' Graveyard Encounters

1d6	Encounter
1	Carrion crawlers (1-2)
2	Earth tremor*
3	Hyenas (2-8)
4	Jackals (3-12)
5	Minor eruption*
6	Vultures, giant (2-8)

THE ELEPHANTS' GRAVEYARD Area E

Earth tremor: Due to shifting lava in the volcano, a slight tremor passes through the valley. Although no damage is done, the pack animals become nervous and have a 30% chance of bolting if not restrained.

Minor eruption: A tremor runs through the valley, and a plume of smoke shoots out of the volcano's cone. The party may get the idea that the volcano is becoming more active. Pack animals have a 60% chance of bolting if not restrained.

E1. Entrance to the Valley. If the PCs go through the hidden tunnel to the valley, read the following:

> The trip through the tunnel was long, but you have finally reached the end. Ahead of you is a sunken valley surrounded by high cliff walls. In the distance to the east you can see the cone of a volcano towering above the valley. A large flowering plant pushes up through the bare ground a few yards to your right. On the short brown grass that stretches in front of you lie hundreds of piles of glistening white bones. Obviously, you have found the Elephants' Graveyard.

The flower is a huge mantrap plant with five leaf traps. As the PCs leave the tunnel, they enter the area of effect of the mantrap's pollen. Those who fail a save vs. poison approach the plant and crawl into one of its leaf traps. The leaf closes around its victim, and the acid inside the plant inflicts damage equal to the victim's armor class (no dexterity bonus, minimum of 1 hp damage) each round. All items inside the leaf trap must save vs. acid each turn or be destroyed, with metal objects saving at +2. Victims cannot be pulled free until the plant is dead. The pollen's effect dissipates after 24 hours, or it can be negated by burning the plant.

Mantrap: AC 6; MV nil; HD 8; hp 40; #AT 5; Dmg AC of victim; AL N; MM2/83.

E2. The Plain of Bones.

> All around you lie piles of elephant bones: huge skulls and rib cages, massive leg bones, and great curving tusks. Some of the bones are crumbling with age, while others seem to be fresh. Your feet crunch on dozens of bone fragments with every step. The only life to be seen here are scavengers.

Because of the presence of the elephant spirit, this valley possesses a faint magical aura that greatly delays the natural decay of bones, enamel, and ivory. Skeletons of all creatures may be found here, many of them hundreds of years old.

At this point, you should ask the PCs to determine the total carrying capacity of their animals, and how much of this capacity is going to be used to carry ivory. Once this is resolved, the PCs can begin to look for ivory.

The actual graveyard takes up only about half the valley; the Armec fields and the lake cover the rest. Each hex of the graveyard searched yields some ivory, but the amount found varies. Full hexes each yield 80-150 lbs. of good-quality ivory (the best tusks, not broken or yellowed ones). Partial hexes next to the cliff walls yield one-third less ivory each. It takes six man-hours to search each hex, so it may take an entire day or two to load up an average pack train (assuming the party rests normally). Remember that ivory's value in gold pieces equals four times its encumbrance in pounds.

Transporting the ivory back to Fort Thunder is another matter. The DM should make sure that the players are keeping close track of the encumbrance of each pack animal and who is leading which beast. Adjust the movement rates of the animals according to their new encumbrances (see *WSG*, page 32).

E3. Vulture Colony.

> As you approach the cliffs, you hear the sounds of many screeching birds. Soon, you come upon a section of cliff that is more broken than usual and has many rocky ledges. Dozens of large birds are flying around the cliffs, and you can see many large, rough nests on the ledges.

This section of the the cliff wall is home to 30 mated pairs of giant vultures, for whom the ledges make perfect nesting sites. When the party enters this hex, most of the vultures take to the air screaming. If the PCs do not leave within three rounds, five vultures attack and try to drive them out of the area. Five more join the attack each round thereafter, to a total of 60 vultures. Since they are defending their young, the giant birds will not retreat, nor will they pursue the PCs out of the area.

Each nest holds 1-4 eggs and 0-2 hatchlings, but none have any value.

Giant vultures (60): AC 7; MV 3"/24"; HD 2+1; hp 11; #AT 1; Dmg 1-4; AL N; MM2/125.

E4. Fallow Fields. As the PCs enter this large area, they notice a change in the surroundings. There are no elephant bones here. The earth appears to have been plowed at some time in the past, and the remains of irrigation ditches can be seen. This area was farmed by the Armecs before they left the valley.

E5. Gorgosaurus Lair.

> There is a large cave in the cliff wall here, about 100 yards from the edge of a small lake. Although you can't see or hear anything inside, a foul, musty odor wafts out of the cave.

The floor of this large cave is partly covered with 2' of cloudy green water. At the back of the cave across from the entrance, a broad, sandy stretch of ground stands out of the water. A large gorgosaurus sleeps on the sand. Any noise (including the sound of splashing water) or light from anywhere in the cave awakens the gorgosaurus.

When it was young, the gorgosaurus wandered into the graveyard and stayed to feast on the dying elephants that made their way here. It regards the valley as its own territory and attacks anything that challenges it.

PCs who try to stand in the water and fight must make dexterity checks at +2 on 1d20 at the start of each round, due to slippery rocks under their feet. Anyone who fails the save falls and must spend the rest of that round getting up again. The gorgosaurus has no such problem due to his broad splayed feet and balancing tail.

In addition to the scraps of meat and bones in the cave, there are also the trampled remains of a party of adventurers who met their deaths here several years ago. The skeleton of a fighter lies at the bottom of the pool. His armor and weapons rusted away long ago. All that is left of value is 123 gp in his pouch. The remains of a magic-user lie near the back of the cave. His *wand of fire* (11 charges) is still intact in its case on his belt. Two crushed skeletons lie near the entrance of the cave. One still carries a clerical scroll (*cure serious wounds, flame strike*) in a bone case. The other, formerly a thief, has 140 gp and a potion of *speed* in his pouch.

Gorgosaurus: AC 5; MV 15"; HD 13; hp 65; #AT 3; Dmg 1-3/1-3/7-28; AL N; MM1/25.

E6. The Armec Temple.

> While wandering through the old fields, you see a building off in the distance. As you get closer, you can see that it stands near the shore of a small lake. The building is a high structure made of granite. Its architecture and design are unlike those of the jungle peoples. The building is obviously very old; its walls have crumbled in a few places. The only entrance is a set of wide gates, now partially open, through which you can see into a courtyard beyond.

This building is the long-lost Armec temple. The PCs can enter either through the gates or through one of the holes in the walls.

The story that the Armecs told is true. Their high priest went insane, killed many of them, and drove the rest away. What the Armecs don't know is the reason for the priest's insanity. While traveling through the jungle on one of his many excursions, the high priest, Honapo, acquired a *ring of three wishes* from the body of an unlucky adventurer. There was only one wish left in the ring, and Honapo used it to bring the elephant spirit of the valley into his own body in order to gain the spirit's powers. But this union of spirit and mortal was too much for the mortal's brain to accept. Honapo was driven insane and tried to kill all the Armecs in a twisted desire to rule over the valley alone. Through the years, the elephant spirit has been gradually gaining control of Honapo, and the priest's body has been slowly changing (see room 21 in the catacombs). In spite of Honapo's madness, the spirit/priest has exceptional cleverness and has used it to set up deadly traps in the temple complex.

Upper Level

1. Obelisks.

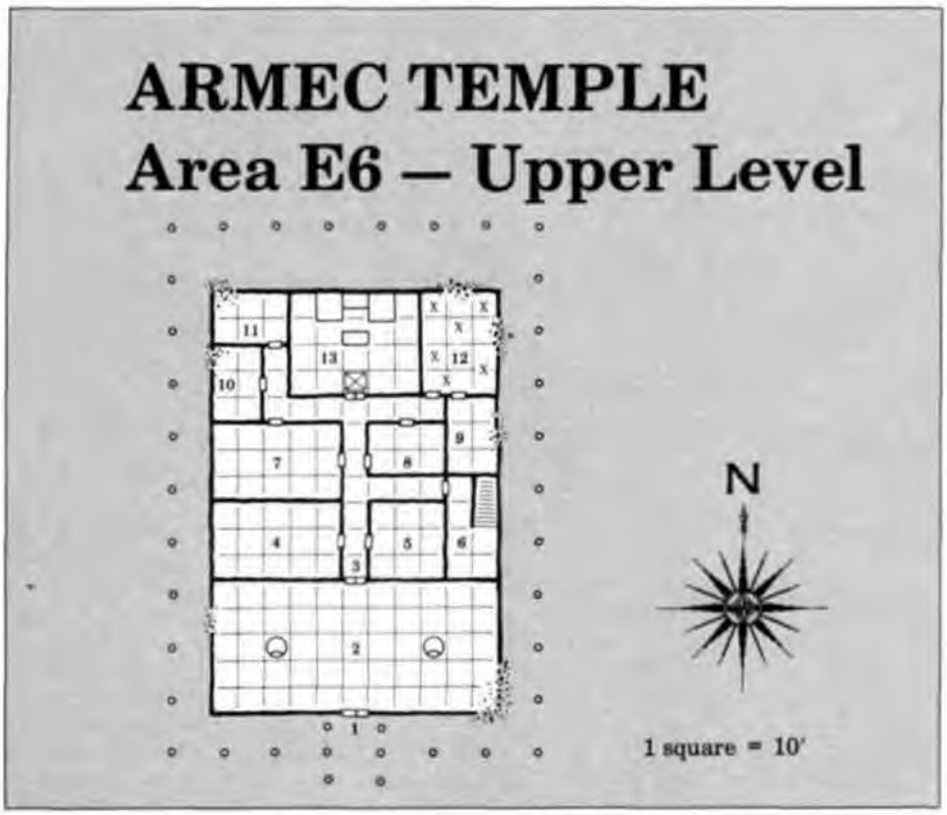
> As you approach the stone building, you can see that a row of obelisks surrounds it. Each obelisk is 15' high and is topped by a carved elephant head.

The obelisks serve no purpose unless someone tries to carry the elephant icon (room 13) out of the temple. Then the obelisks topple over, striking at the person carrying the icon. They attack as 10-HD monsters for 2-20 hp damage. An obelisk cannot attack unless the person carrying the icon passes within 15'. If no one is carrying the icon, the obelisks do nothing. They do not radiate magic.

2. Courtyard.

> The gates leading into the courtyard of the building are hanging open. As you pass through them, you can see that the courtyard is covered with weeds and rank grass. A pair of double doors directly across from the gates leads into the building. Cracked statues of rearing elephants standing in the bowls of two dry marble fountains in the yard. The courtyard walls have crumbled in two places. Six large palm trees grow in the far northeast corner. Near the trees, you can see several large, baboonlike apes.

Four of the trees are actually retch plants, and the apes are a tribe of 18 banderlogs. The banderlogs have stored 34 coconuts and four retch plant globes for use as missiles, which they try to use up before engaging in melee. The huge banderlog leader throws the retch plant globes, while the rest throw coconuts for 2-5 hp damage. The retch plant globes burst on contact, spewing their liquid in a 5' radius, with a 25% chance to splash anyone from 5'-9' away. PCs who are splashed with the fruits' nauseous liquid retch helplessly for three rounds and have only half their normal strength for six turns after that. There



is no saving throw against these effects. From 1-4 banderlogs attack each stricken PC.

The smell of the fruit is noticeable for 1-4 hours. Although there are no wandering monsters to attract in the temple, what creatures are there will be alerted. The reek of the globe's liquid can be smelled from 50' away, and it can be removed only with alcohol.

The retch plants each have six fruits in their branches. PCs walking under the trees have a 20% chance to cause each plant to drop 2-5 fruits. Neither the banderlogs nor the retch plants have any treasure.

Banderlogs (16): AC 6; MV 6"@12"; HD 4; hp 32, 24, 20 (×14); #AT 1; Dmg 2-5; AL N; MM2/13.

Retch plants (4): AC 8; MV nil; HD 6; hp 28 each; #AT nil; Dmg nil; SA globes, nauseous liquid; AL N; MM2/106.

3. Main Doors.

> The double doors are made of marble engraved with elephants on both sides.

Both doors are locked but not trapped. When the PCs get them open, read the following:

> A 10'-wide corridor stretches ahead of you for over 60'. Directly beyond the doors you see a grisly sight: eight human skeletons in a jumbled pile.

When Honapo went mad, he locked the double doors and pocketed the key. The skeletons are those of the Armecs who tried in vain to get out. Honapo later trapped and killed them here.

4. Storage Room.

> This large room is partially filled with boxes and barrels. There is a weapons rack on one wall, and several armor stands lie in the dust.

The Armecs stored supplies in here. The miscellaneous equipment includes 300' of rope in 50' lengths, 20 flasks of oil, hundreds of spikes, stone and metal working equipment, tools, cloth, boxes of rotted food, casks of soured wine, and many other mundane things. The weapons rack holds 30 khopeshes, five atlatls, and 20 javelins. Most of the armor stands are empty, but two stands are dressed in suits of studded leather armor. None of the items in this room are magical in any way.

5. Captain's Room.

> This room has a martial aspect to it. The bed looks much like a military cot. An armor stand holds a suit of gleaming studded leather armor. A footlocker stands at the foot of the bed. A weapons rack on the north wall holds a dagger and an atlatl with three javelins. Sprawled out in the middle of the floor, a skeleton grips a sword in one hand and a shield in the other. Its skull has been crushed by some heavy object.

When the captain of the Armec soldiers was attacked by Honapo, he barely had time to snatch up his sword and shield. In spite of that, Honapo managed to kill him with his ivory mace.

The *studded leather armor +1* on the stand has weathered the years in good condition. The sword in the skeleton's hand is a *khopesh +1*. The footlocker is not locked and holds clothing, 30 gp and 4 pp in a pouch, and a pair of matched *daggers of throwing +1*. None of the other items are magical.

6. Stairway to Catacombs.

> This room seems to be empty. A set of stairs leads down into darkness.

This used to be a guard post, but there is nothing here now. The stairs lead down into the catacombs below the temple.

7. Barracks.

> This room was obviously some kind of barracks. The remains of many cots lie scattered around, and weapons racks line the walls. But your eyes are immediately drawn to the large number of skeletons standing in the room. Some of them raise their khopeshes and advance toward you.

Honapo raised these skeletons of Armec warriors from the dead to be his guards. When the PCs open one door to this room, 10 of the skeletons advance

upon them while the other 30 go out the other door and around the corner to fall on the party from behind. Once aroused, the skeletons will track the party throughout the temple, even down into the catacombs.

These skeletons are specially enchanted. If a skeleton is destroyed, its shattered bones crawl back together, and two rounds later the skeleton arises, ready to fight at its full hit points. Only acid, fire, holy water, clerical destruction by turning, or a *mace of disruption* can permanently neutralize these skeletons. Each skeleton wields a khopesh and small shield but has no treasure.

Skeletons (40): AC 7; MV 12"; HD 1; hp 8; #AT 1; Dmg 1-6; AL N; MM1/87.

8. Kitchen.

> There are several iron cooking stoves in this room. Many cooking utensils hang on racks on the wall, and smashed crockery lies heaped on the floor.

This room was the temple kitchen. Honapo smashed all the crockery in his madness. There is nothing of value or special interest in here, unless the DM wishes to add items from the *DMG*, pages 217-220, Appendix I.

9. Slave Quarters.

> A horrific sight meets your eyes when you enter this room. Dozens of skeletons lie chained by the wrists to the walls, their skulls crushed by some blunt object. Apparently, these people were all killed while helplessly chained.

This room used to be the slave quarters. Honapo killed them all in a murderous rage soon after the elephant spirit entered his body.

10. Initiates' Room. The minor priests who worshiped the elephant spirit of the valley were quartered here. None of them escaped from Honapo. This room used to be luxuriously furnished, but part of the back wall has crumbled, and the elements have destroyed much. The remains of several beds can be seen along with pieces of chests, clothing, and a few bones. Timbers have fallen from the ceiling, making passage in this room difficult.

Although the ceiling has partially collapsed, it will hold. It is now a maze of timbers and stone blocks, home to a new type of giant snake, a huge fanged python (see end of module for details). The fanged python attacks by dropping onto a random PC; it then tries to capture two other PCs, one per round, in its constricting coils, delivering a poisonous bite every round. If the snake is reduced to 10 hp, it tries to break away and flee out the hole in the wall.

Although the snake has no treasure, the Armec priests left some among their bones: three Armec holy symbols — small silver-plated tusks studded with sapphires, worth 4,000 gp each. Searching the rubble also turns up two clerical scrolls (*water walk, dispel evil*), 214 gp, four footman's maces (one is a *mace +1*), and one cube of *incense of meditation*.

Snake, giant fanged python: AC 5; MV 12"//12"; HD 8+1; hp 44; #AT 2; Dmg 1-6/1-8; SA poison, constriction; AL N.

11. High Priest's Quarters.

> This room was luxuriously furnished. A soft bed sits off to the left. Thick, water-stained carpets cover the stone floor, and an ivory-handled footman's mace hangs on the east wall. A small glittering tusk set on a chain hangs on the opposite wall. A chest sits at the foot of the bed, and two comfortable chairs are in the center of the room. Part of the north wall has collapsed.

This used to be Honapo's room. He never returned here after he went insane, and the room is just as he left it so many years ago.

The weapon on the wall is a *mace +3*. The tusk is Honapo's former holy symbol. It is about 6" long, plated with 50 gp worth of gold, and studded with 10 sapphires worth 300 gp each. If sold in one piece, the symbol will bring 6,000 gp.

The chest is locked but not trapped. It holds clothing, religious robes, a pouch with 200 pp, and a scroll of *protection from fire*.

12. Common Room.

> There are about 30 skeletons scattered around this room. Each seems to have been violently killed. The wall has collapsed in two places, spreading dust over the moldering remains of bedding and clothing that litters the floor. Six large climbing plants grow out of the bare ground. Each bears several yellow, orchidlike flowers that gently sway back and forth, although there is no breeze.

Most of the Armecs who were neither soldiers nor priests slept in this room. Honapo killed the few he caught here.

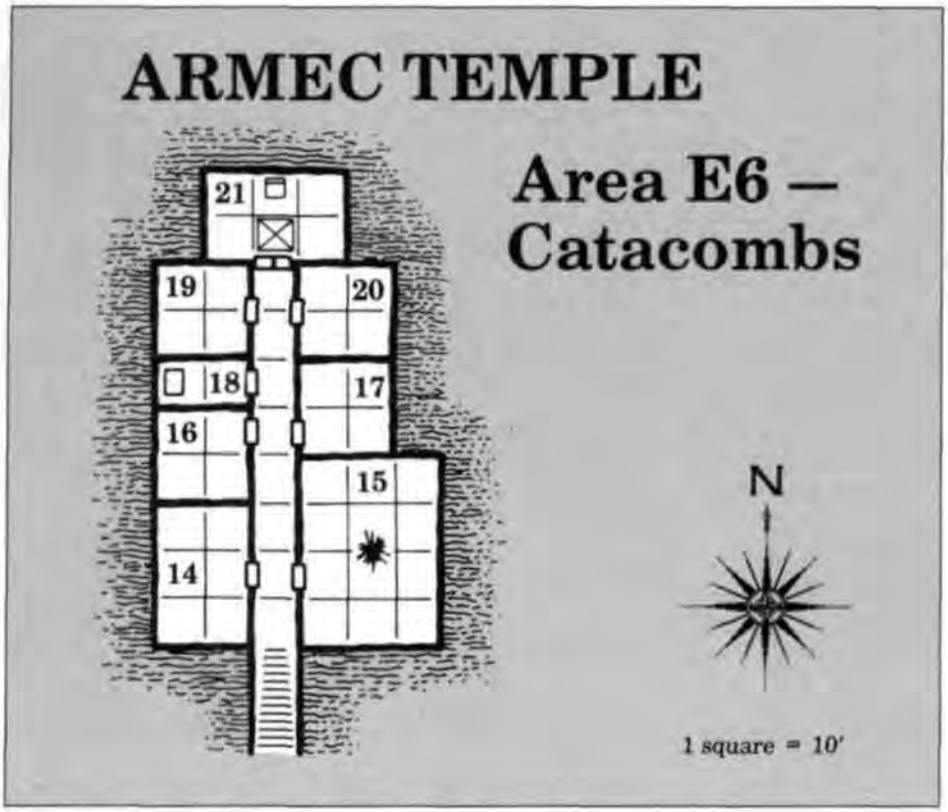
The plants are all yellow musk creepers. Each has seven flowers and two buds. They are marked on the map with Xs. Each plant covers a 10'-square area, and anyone coming within 10' is attacked. A successful attack means that the PC has been sprayed with a flower's musk. The victim must save vs. spells or be entranced into walking into the mass of the plant. There, the creeper drains 1-4 intelligence points every round; the victim dies if his intelligence is reduced to zero. When this happens, one bud on the plant flowers, and a new bud forms. If the victim's intelligence is reduced to one or two, he immediately becomes a yellow musk zombie; see the FIEND FOLIO® tome, page 97, for details.

The plant's intelligence drain cannot be stopped by striking at the creeper. The only way to kill such a plant is to attack its bulbous root, buried 1' deep in the ground. PCs who have lost intelligence points but are saved can regain their intelligence at the rate of one point per day of rest. A *heal* spell restores all lost intelligence points.

The yellow musk creepers were brought here by Honapo, who discovered them in the jungle on one of his outings. In his present state, Honapo is immune to the flower's musk. His mad sense of beauty found much to admire in the creepers' yellow flowers, so he pulled up part of the stone floor in this room and transplanted the creepers here.

There is a little treasure in this room. One turn of searching can produce 140 gp, 260 sp, and 350 cp.

Yellow musk creepers (6): AC 7; MV nil; HD 3; hp 15 each; #AT 7; Dmg special; AL N; FF/97.



13. Temple.

This room is obviously some kind of temple. The ceiling is high and arched. Statues of elephants stand on two stone slabs against the north wall. Between them, a small gold idol stands on a third slab. A fourth slab with a dagger atop it stands about 10' in front of the other three.

Honapo set up this room, previously dedicated to the elephant spirit, as a temple to himself. There are several traps in this room, and a *find traps* or similar spell will first find the pit trap in front of the door. This pit is 10' deep, its bottom set with spikes. PCs falling into it take 1-6 hp falling damage and are impaled by 2-5 spikes for 1-8 hp damage each.

The slab with the dagger is a sacrificial altar. The dagger is useless for combat; it has a soft, 12" blade and a 12"-long hilt for striking downward with both hands. A small sapphire (worth 50 gp) is set into the hilt. When the dagger is lifted from the stone, a scythe blade at the end of a pendulum swings down from the ceiling. The arc of its passage crosses the altar a bare inch above the stone. The blade strikes as a 10-HD monster for 2-20 hp damage and disappears into the ceiling again at the opposite side of its arc.

The gold idol on the central slab depicts a man with the head and legs of an elephant. Its eyes are a matched pair of sapphires worth 1,000 gp each. The idol is worth 8,000 gp and is called the elephant icon.

If the icon is lifted off the stone, several things happen. First, the icon immediately *teleports* to room 21 in the catacombs, warning Honapo that there are intruders in the temple. Two segments later, a huge stone block falls out of the ceiling and smashes into the area in front of the icon's stone slab, causing 5-50 hp damage to anyone standing there. PCs standing beneath the block have a 2% chance per point of dexterity to dodge the falling stone. Three segments after the stone falls, the heads of the elephant statues animate, their trunks spraying jets of acid all over the room. Each person still in the room takes 4-24 hp damage; outer clothing (armor, cloak, robe, etc.) must save vs. acid or disintegrate.

Catacombs

Unless noted otherwise, all ceilings on this level are 15' high.

14. Warriors' Crypt.

This room is some sort of crypt. Human skulls are stacked on row after row of shelves that line the walls. Thirty men stand in the room, in three ranks of 10 each. When the door is opened, they raise their weapons and shuffle toward you.

The Armecs have an unusual form of burial. They simply save the skull of the deceased and burn the body. This crypt is that of the Armec soldiers.

The men are actually zombies. They can only be controlled by the Armec high priest, although a good cleric can turn them as usual. Every 10 years, the Armec high priests selected three brave warriors to be animated after death as guardians of the temple. Honapo, however, found the zombies bothersome and confined them to this room. They are unable to leave and pursue intruders. Each zombie has a khopesh, but no treasure.

Zombies (30): AC 8; MV 6"; HD 2; hp 12 each; #AT 1; Dmg 1-8; AL N; MM1/103; always strike last.

15. Common Crypt.

Thousands of skulls are stacked here in heaps everywhere. A large, shallow pit in the center of the floor is blackened by fire.

The fire pit was used to burn the bodies of the dead. The skulls are those of the many Armec tribesmen who died over the years.

There are three barrels in the northeast corner of the room. Each is filled with a clear, flammable liquid that burns smokelessly. The barrels can be sold for 3,000 gp each to an alchemist, and each has an encumbrance of 100 lbs.

16. Captains' Crypt.

The back wall of the room is lined with shelves. Each shelf is about half filled with skulls, and each skull is wearing a helmet of some sort. The south wall is lined with a weapons rack that holds 21 khopeshes.

The captains of the Armec troops were interred in this tomb. Occasionally, the Armecs would retire the sword of a particularly valorous captain and hang it in here to serve him in death.

Only two of the helmets on the skulls have any value. One is a *helm of comprehending languages and reading magic*, found only by the use of a *detect magic* spell. The other is nonmagical but is set with a large sapphire (worth 500 gp) on the brow; this may be found after 1-3 turns of searching. None of the khopeshes are magical.

17. Wizards' Crypt. The door to this room is guarded by a *symbol of insanity*. Anyone touching or passing through the doorway triggers the *symbol*. If the door is opened, read the following:

> The back wall of this room has a set of shelves mounted on it. The shelves are partially filled with skulls. A low stone slab sits in the middle of the room, a book and staff atop it.

This is the crypt of the Armec wizards. Magic-users were always rare in Armec society, with never more than one or two existing at any time. There are only two Armec spell books in existence; Shalo (area C) has the smaller spell book; the master spell book lies here on the slab. The staff is a *staff of striking* (18 charges). Both books and the staff have been passed down from generation to generation, as each apprentice became a magic-user.

The front of the stone slab is decorated with a *symbol of death*, triggered by anyone passing over or touching the slab.

The Armec master spell book contains these spells: *burning hands, comprehend languages, detect magic, feather fall, hold portal, light, magic missile, mending, read magic, shield, sleep, unseen servant, write, detect evil, detect invisibility, ESP, knock, know alignment, levitate, mirror image, scare, web, wizard lock, cloudburst, dispel magic, fireball, fly, haste, lightning bolt, suggestion, tongues, confusion, fear, fire shield, ice storm, plant growth, remove curse, wizard eye, cloudkill, feeblemind, magic jar, stone shape, teleport, wall of force, chain lightning, geas, part water, stone to flesh, mass invisibility, phase door, volley, mind blank, symbol.*

18. Arm's Crypt.

> A single skeleton lies on a stone slab near the back wall of this room. The skeleton wears studded leather armor and grasps a khopesh in one bony hand, a large shield in the other.

The door to this room is locked but not trapped. The skeleton is that of Arm, the warrior-hero who led the Armecs into this valley so many years ago. Because he saved his people from extermination and was the first to worship the elephant spirit, Arm was honored with this special internment — a tomb of his own and his body intact.

The khopesh Arm holds is a *sword +4, defender*. It has a 15 intelligence, an ego of 28, and lawful-neutral alignment. The sword speaks its alignment tongue and the language of modrons. It has two primary abilities — *detect magic* in a 1" radius and *detect secret doors* in a ½" radius — and one extraordinary power — *flying*, 12" per turn, one hour per day. The sword allows itself to be carried by any lawfully aligned PC. The skeleton wears *studded leather armor +1*, but the shield is not magical.

This crypt has a guardian. A greater basilisk sits between the stone slab and the back wall. It is under *temporal stasis* and permanent *invisibility* spells, so anyone looking behind the slab does not see anything (unless able to see invisible objects). If anyone touches the stone slab or anything on it, the spells are removed from the basilisk and it rises to attack, first fixing its petrifying gaze on the nearest PC.

The greater basilisk attacks with its mouth and two front claws, which carry a weak poison (save at +4 or die). Anyone within 5' of its mouth must save vs. the poisoned breath at +2 each round or die. Of course, the creature's gaze will turn any PC within 50' to stone (save vs. petrification). If someone tries to reflect the basilisk's gaze back with a mirror from more than 10' away, there is only a 10% chance that the basilisk will see it.

Greater basilisk: AC 2; MV 6"; HD 10; hp 55; #AT 3; Dmg 1-6/1-6/2-16; SA poison, breath, gaze; SD surprised only on a 1; AL N(E); MM2/15.

19. Lesser Priests' Crypt.

> This room is filled with religious trappings in addition to several sets of shelves which hold carefully preserved skulls. Some of the skulls have simple bands of gold or steel on their brows. Braziers, robes, and other religious items are scattered through the room. A skeleton is hanging from a hook on the north wall, held up by the chain of a silver amulet around its neck.

This is the crypt of the minor priests. The skeleton is that of a priest whom Honapo caught and hung by an amulet that he snatched up from the floor. The amulet is actually an *amulet of the cheetah*. See the notes at the end of this adventure for details on this new magical item.

Seven of the bands on the skulls are made of gold (worth 200 gp each). Eleven have sapphires (worth 300 gp each) set in them.

20. High Priests' Crypt.

> This chamber has a highly religious aspect. A set of shelves standing against the back wall holds skulls that are magnificently adorned with gems and gold. An ivory staff lies on the floor.

This crypt is the burial chamber of the Armec high priests, rulers of their people. Because of their importance to the tribe, the high priests were buried with much honor and ceremony. The elephant spirit granted long life to the high priests, so there are only a dozen skulls here.

The ivory rod is the Armec's staff of rulership. It is not magical, but the Armecs value it highly.

The skulls are set with a variety of jewelled trappings. A total of 700 gp worth of gold can be gathered, along with 14 gems worth 1,000 gp (×2), 500 gp (×8), and 200 gp (×4).

21. Throne Room.

> The doors to this room swing open easily. The room beyond is dark and gloomy, a dense layer of fog covering the floor. The room is bare except for a raised throne against the far wall

across from the door. A huge figure sits on the throne. Its arms and torso are those of a man, but its legs and huge head are those of an elephant. The red-rimmed eyes are open and glaring.

The creature on the throne is Honapo. If the elephant icon from the temple (room 13) has *teleported* here, the former priest is alerted and ready for intruders.

The fog is Honapo's magical creation and covers several traps. The 10'-square area in front of the door is an open pit. PCs who step through the door without testing the ground in front of them fall 10', taking 1-6 hp falling damage, and are impaled by 2-5 stakes doing 1-8 hp damage each.

The floor beyond the pit is strewn with dozens of caltrops. PCs who charge or walk across the floor undergo attacks on each foot as if by a 1+1 HD monster (no dexterity or shield bonuses to AC) in each 10'-square area. Caltrops do 1 hp damage per hit. A hit on one foot slows the PC by 25% for four days. Hits on both feet immobilize the PC until the damage is healed. Once the PCs are aware of the caltrops, they can clear one 10' square area per person per round.

Honapo's throne is raised high on a block of stone; three steps in the front lead up to the seat. The bottom step has a hidden bear trap set into it. The first person who places a foot on the step is attacked as if by a 10-HD monster (don't count shield-use into armor class). A successful attack holds the PC's leg. The victim also takes 1-4 hp damage (1-2 hp damage if wearing plate mail or plate armor). A successful *bend bars* roll will open the trap and release the leg.

During the whole episode, Honapo remains seated on his throne, casting spells and swinging his two-handed ivory mace. He uses his spells wisely, casting *blade barrier, hold person*, etc. to prevent PCs from reaching him, then using *poison, command*, etc. to neutralize anyone who approaches the throne. In a round when no one is taking action against him, Honapo casts a *giant insect* spell on three wasps that he keeps in a box by the throne. There are also 24 sticks on the second step of the throne for use with his *sticks to snakes* spells. Twelve sticks can be animated per spell, lasting for 24 rounds, with a 60% chance for each snake to be poisonous.

If Honapo runs out of useful spells, he melees with his huge mace. He is deadly accurate with this odd weapon. On a natural "to hit" roll of 20, the person hit must make a system shock survival roll. Failure means that the victim is knocked unconscious for 2-4 turns.

Honapo fights to the death. If he is killed, the elephant spirit leaves his body, which changes from its present hideous form to that of an elderly man. Honapo's death brings the destruction of the traps in room 13 and the skeletons in room 7.

The only treasure in this room is the elephant icon (if it was *teleported* here) and the ivory mace. Although much too bulky for a PC to use, the mace is worth 200 gp.

Honapo: AC 0; MV 12"; C12; hp 53; #AT 1; Dmg by spell or weapon type (3-12 with mace); SA stunning blow; SD +1 or better weapon to hit, 25% magic resistance; S 18, I 15, W 18, D 12, C 15, Ch 3, Co 3; AL CN; spells: *cause fear* (×2), *command* (×3), *darkness* (×3), *dust devil* (×2), *hold person* (×3), *silence 15' radius* (×2), *cause blindness* (×2), *cloudburst, dispel magic* (×3), *giant insect, poison, sticks to snakes* (×2), *cure critical wounds, flame strike, blade barrier, heal;* special powers usable at will, once per round: *detect magic, detect invisible objects.*

Concluding the Adventure

The volcano (area D) will erupt 4-7 days after the party enters the Elephants' Graveyard. The first sign of the eruption is a low rumbling felt throughout the valley, followed by small lava spills and smoke from the volcano's rim. If the PCs are still in the valley at this time, they have only 10 hours in which to leave. This should be plenty of time if they pack up and get out quickly.

The actual eruption is explosive. A heavy shock rumbles through the valley, collapsing the tunnel entrance. Sulfurous gasses spew from the rent cone and over the cliff walls, suffocating everything in their path. Finally, a wave of lava pours out of the volcano and down the cliff into the valley, destroying the graveyard and everything in it. If the PCs are still in the valley when the eruption occurs, the DM can declare them to be dead unless they are able to fly or *teleport* out. There are detailed rules in the *WSG*, pages 76-78, on volcanic eruptions, but if the PCs are trapped in the valley, the end result is the same — annihilation. Remember that the cliff walls cannot be climbed.

When the volcano erupts, the mystical attraction of the valley is destroyed. Elephants die wherever they happen to be, just as with other beasts. Over the centuries, the elephant spirit regains its powers and rebuilds the valley, but as far as the PCs are concerned, the Elephants' Graveyard and all its treasures are gone.

Even if the party manages to get a load of ivory out of the valley, the adventure is not over. The PCs must still lead their heavily encumbered animals back to Fort Thunder. Although they should now know how to make a beeline back to the fort, they will be moving more slowly than on their trip out. Random encounters must still be checked.

If the PCs get back to Fort Thunder, they can sell their ivory there at the previously noted prices. PCs who have enough experience points can receive training here at the usual fees to gain new levels before setting out again.

Snake, giant fanged python

FREQUENCY: *Very rare*
NO. APPEARING: *1-2*
ARMOR CLASS: *5*
MOVE: *12"//12"*
HIT DICE: *8+1*
% IN LAIR: *60*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 bite and 1-3 constrictions*
DAMAGE/ATTACK: *1-6 per bite and 1-8 per constriction*
SPECIAL ATTACKS: *Poison, continuous damage (constriction)*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *L (40'-50')*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *V/825 +10 per hp*

The fanged python is a survivor from the days when reptiles ruled all the world. Now it is found only in jungle areas. The fanged python is a doubly dangerous creature, as it has both a poisonous bite and constriction ability. Its poison is extremely toxic, and a large amount is injected with each bite. Persons bitten must save vs. poison at −2 or die in the next round.

Much like a normal constrictor, the fanged python likes to drop on its prey from above. Although it can only capture one creature each round, it is capable of squeezing up to three creatures at once and also delivering a poisonous bite each round.

The poison glands of the fanged python are worth 100 gp to an assassin or alchemist. If two snakes are encountered (5% chance), they are a mated pair with a clutch of 1-6 eggs worth 200 gp each.

Amulet of the Cheetah

This appears to be an ordinary silver amulet engraved with the silhouette of a long-legged cat on one side. The movement rate of anyone wearing this amulet is increased by 2". Once per day, the wearer can run at the speed of a cheetah (45" for three rounds). This amulet will work only for lightly encumbered characters wearing nonbulky or no armor.

XP Value: 1,000 **GP Value:** 4,000 Ω

Random Monster Statistics Table

Monster	AC	MV	HD	#AT	Dmg	SA	SD	AL	Ref.
Ape, carnivorous	6	12"	5	3	1-4/1-4/1-8	Rending, surprised only on 1	Nil	N	MM/7
Ape, gorilla	6	12"	4+1	3	1-3/1-3/1-6	Rending	Nil	N	MM/7
Babbler	6	6" or 12"	5	3	1-6/1-6/1-8	Strike from behind	Camouflage	CE	FF/13
Baboon, large male	7	12"	1+1	1	2-5	Nil	Climbing	N	MM/8
Baboon, other	7	12"	1+1	1	1-4	Nil	Climbing	N	MM/8
Beetle, giant water	3	3"//12"	4	1	3-18	Nil	Nil	N	MM/9
Boar, warthog	7	12"	3	2	2-8/2-8	Nil	Nil	N	MM/11
Buffalo	7	15"	5	2	1-8/1-8	Charge	Head is AC 3	N	MM/11
Bullywug	6	3"//15"	1	3	1-2/1-2/2-5	Hop	Camouflage	CE	FF/16
Bullywug leader	6	3"//15"	2	3	2-3/2-3/3-6	Hop	Camouflage	CE	FF/16
Cannibal, Kanakre warrior	9	15"	B1	1	By weapon type	Nil	Nil	CE	UA/18-21
Cannibal, Kanakre war chief	5	15"	B4	1	By weapon type	Nil	Nil	CE	UA/18-21
Carrion crawler	3/7	12"	3+1	8	Paralysis	Paralysis	Nil	N	MM/13
Catfish, giant	7	18"	10	1	3-12	Poison spines, swallow whole	Nil	N	MM2/23
Centipede, huge	9	21"	⅛	1	4-16 poison (save at +4)	Poison	Nil	N	MM2/24
Crab, giant	3	9"	3	2	2-8/2-8	Surprise on 1-4	Nil	N	MM/15
Crayfish, giant	4	6"//12"	4+4	2	2-12/2-12	Surprise on 1-3	Nil	N	MM/15
Crocodile	5	6"//12"	3	2	2-8/1-12	Surprise on 1-3	Nil	N	MM/15
Dragonfly, giant	3	1"/36"	8+1	1	4-16	+2 on initiative	Special	N	MM2/59
Electric eel	6	9"	6	1	2-8	Electrical discharge	Electrical discharge	N	MM2/62
Elephant, African	6	15"	11	5	2-16/2-16/2-12/2-12/2-12	Nil	Nil	N	MM/38
Frog, giant	7	3"//9"	3	1	2-8	Tongue, swallow whole, leap, surprise on 1-4	Nil	N	MM/41
Frog, poisonous	8	3"//9"	1	1	1	Poison	Nil	N	MM/41
Gar, giant	3	30"	8	1	5-20	Swallow whole	Nil	N	MM/42
Headhunter, Ngoto warrior	9	15"	B1	1	By weapon type	Nil	Nil	CN	UA/18-21
Headhunter, Ngoto war chief	5	15"	B5	1	By weapon type	Nil	Nil	CN	UA/18-21
Hippopotamus, male	6	9"//12"	8	1	3-18	Capsize boats	Nil	N	MM/52
Hippopotamus, female	6	9"//12"	8	1	2-12	Capsize boats	Nil	N	MM/52
Hyena	7	12"	3	1	2-8	Nil	Nil	N	MM/54
Jackal	7	12"	½	1	1-2	Nil	Nil	N	MM/56
Jaguar	6	15"	4+1	3	1-3/1-3/1-8	Rear claws for 2-5/2-5	Surprised only on 1	N	MM/56
Leopard	6	12"	3+2	3	1-3/1-3/1-6	Rear claws for 1-4/1-4	Surprised only on 1	N	MM/60
Lion, male	5/6	12"	5+2	3	1-4/1-4/1-10	Rear claws for 2-7/2-7	Surprised only on 1	N	MM/61
Lion, female	6	12"	5+2	3	1-4/1-4/1-10	Rear claws for 2-7/2-7	Surprised only on 1	N	MM/61
Lizard, giant	5	15"	3+1	1	1-8	Double damage on hit roll of 20	Nil	N	MM/61
Lizard Man	5	6"//12"	2+1	3	1-2/1-2/1-8	Nil	Nil	N	MM/62
Piranha (quipper)	8	9"	½	1	1-2	Nil	Nil	N	FF/74
Rhinoceros	6	12"	9	1	2-12	Charge	Nil	N	MM/82
Scorpion, large	5	9"	2+2	3	1-4/1-4/1	Poison sting	Nil	N	MM2/107
Scorpion, huge	4	12"	4+4	3	1-8/1-8/1-3	Poison sting	Nil	N	MM2/107
Snake, constrictor	6	9"	3+2	2	1/1-3	Constriction	Nil	N	MM2/111
Snake, poisonous	6	15"	2+1	1	1	Poison	Nil	N	MM2/111
Spider, large	8	6"*15"	1+1	1	1	Poison	Nil	N	MM/90
Tiger	6	12"	5+5	3	2-5/2-5/1-10	Rear claws for 2-8/2-8	Surprised only on 1	N	MM/94
Vulture, giant	7	3"/24"	2+1	1	1-4	Nil	Nil	N	MM2/125

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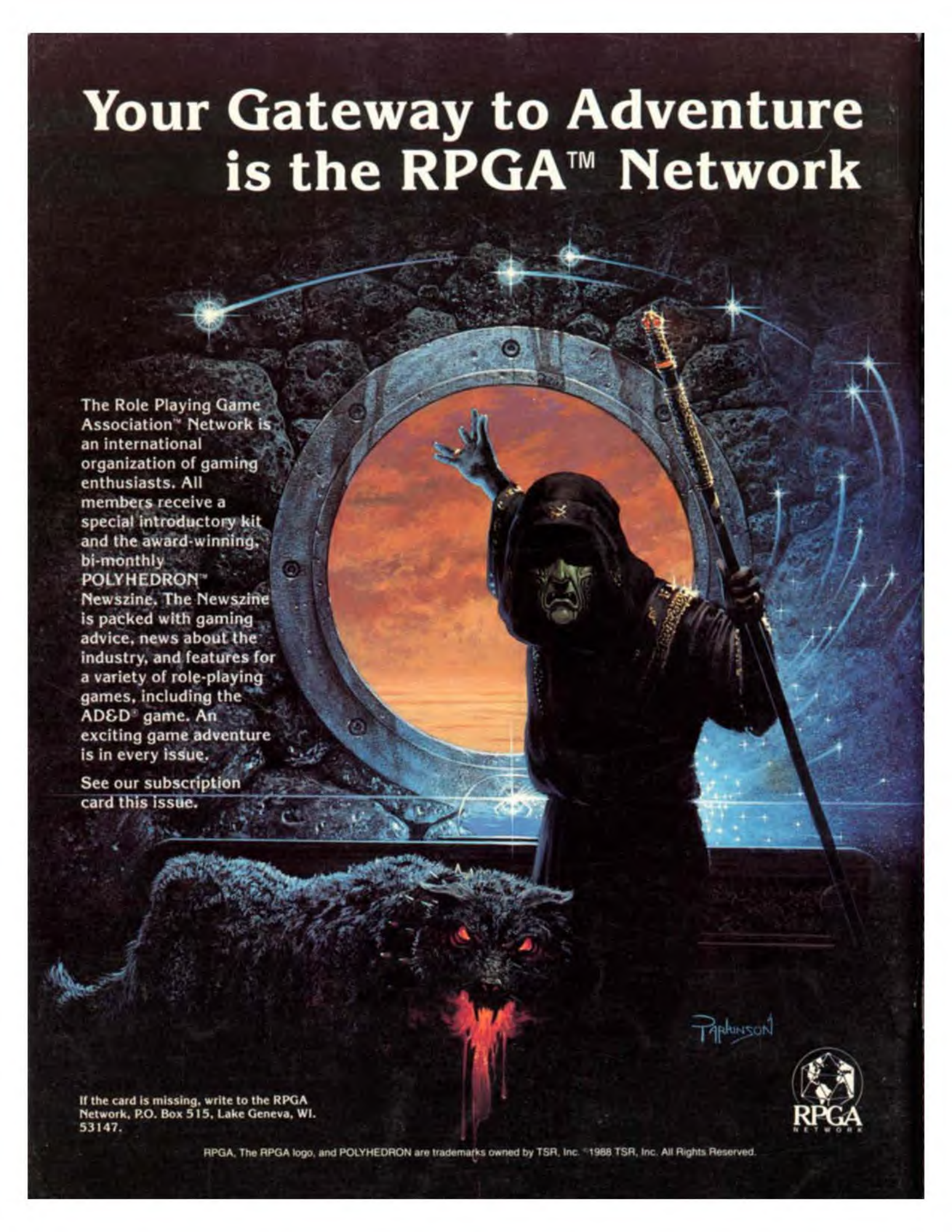

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